

AUSTRALIA'S ONLY INDEPENDENT PLAYSTATION 2 MAGAZINE

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# PS2

PLAYSTATION WORLD

NEWSAGENCY PLUS  
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CHARLESTOWN

## IT'S FORD VS HOLDEN!

V8 SUPERCARS RACE DRIVER  
& NFS: HOT PURSUIT 2  
GO HEAD-TO-HEAD!

LORD OF THE RINGS  
**THE TWO  
TOWERS**  
FIRST SHOTS INSIDE!

DVD  
at  
roberts

EXCLUSIVE!

# ROBOCOP

THE FUTURE OF LAW ENFORCEMENT ON PS2  
TURN TO PAGE 30 NOW!

## SHUT YOUR MOUTH, KIDS...

WWE SMACKDOWN! BACK  
FOR A RETURN BOUT!

SEPTEMBER 2002 ISSUE 03  
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next



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03

REVIEWED  
**GRAN TURISMO  
CONCEPT**  
NEW WHEELS OR GENUINE REVOLUTION?

REVIEWED  
**MEN IN  
BLACK 2**  
BESUITED SHOOTER



**PREVIEWS**  
LORD OF THE RINGS: THE TWO TOWERS / RATCHET & CLANK /  
RED FACTION 2 / STAR WARS: BOUNTY HUNTER / TENCHU 3 /  
METAL GEAR SOLID 2: SUBSTANCE / TONY HAWK 4 / SILENT  
HILL 3 / STAR WARS: CLONE WARS / THE SIMS AND MORE!



# We've crushed the price...



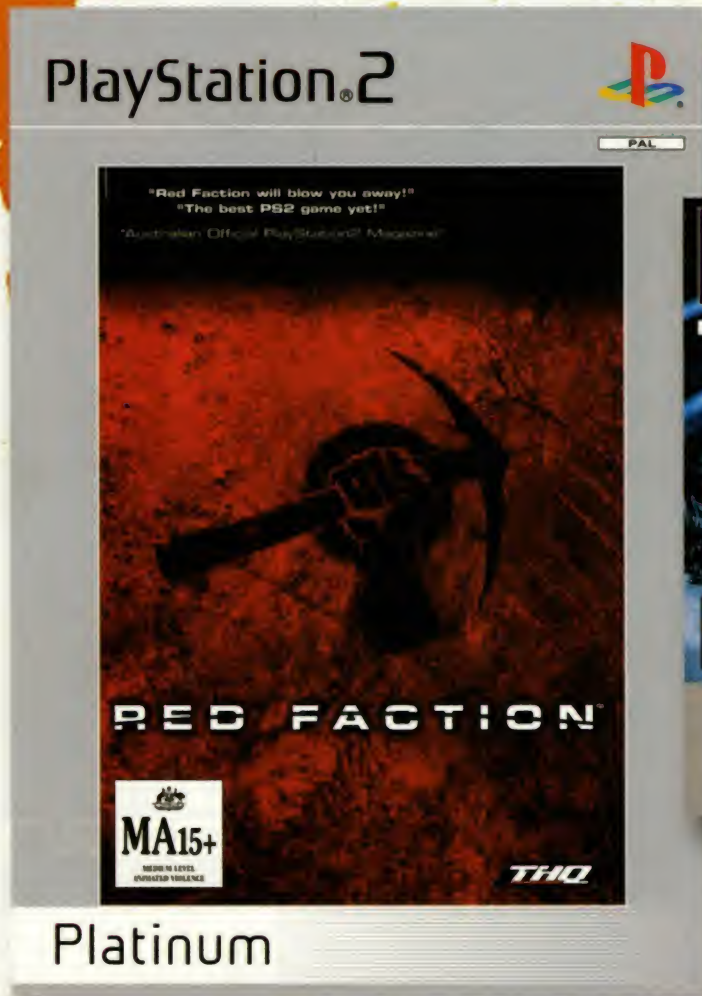
## Platinum

**Other great  
PS2 titles  
also available**





...now you just have to  
crush the bad guys.



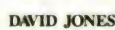
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IT'S THE BIGGEST NEWS SECTION IN PSW HISTORY! (SURE, IT'S ONLY OUR THIRD ISSUE, JUST DON'T TELL ANYONE OKAY?). AN INCREDIBLE 18 PAGES OF PURE FACT – ENOUGH WORDS ABOUT VIDEOGAMES TO STRETCH HALFWAY AROUND THE WORLD (ESTIMATE). READ! WEEP! LOVE US!

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### PREVIEWS

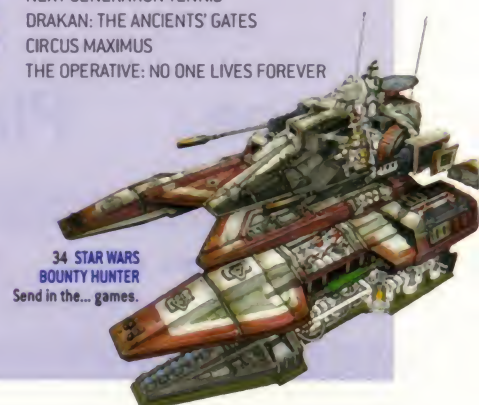
LOTS OF THEM, THANKS TO 'INDUSTRY SHOW' E3. EVERYONE WANTS TO SHOW US NEW THINGS – THESE ARE THE BEST.

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**WWE SMACKDOWN! SHUT YOUR MOUTH**  
This man was seen assaulting another man with a chair. Can you help? Do you know him?



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**OTAKU ALLEY** Wa-hey, it's a new section. And it's all Japanese!



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**PREVIEW UPDATE** New Lara, new Colin, new TimeSplitters 2. Crikey!



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**GT CONCEPT INTERVIEW** Ask him why the Volvo 340 DL isn't in it.



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**DVDS** Denzel Washington drops by the PSW office. No, that's a lie.

# PSW CONTENTS

ISSUE 3

## FEATURES

TO QUALIFY AS A FEATURE THE ARTICLE IN QUESTION MUST BE AT MINIMUM FOUR PAGES IN LENGTH. INEVITABLY THIS MEANS WE ARE UNRESERVEDLY EXCITED ABOUT THE FEATURED GAME. OR ELSE, WE JUST HAVE LOTS OF SCREENSHOTS AND LITTLE DESIRE TO WRITE MORE WORDS. YOU CAN DECIDE THE TRUTH FOR YOURSELF.

### 30 ROBOCOP

THE FIRST TWO FILMS WERE GREAT, BUT THE THIRD WAS CRAP. THE FIRST FEW ROBOCOP GAMES HAVE BEEN CRAP, SO WE'RE HOPING FOR A WACKY, EVERYTHING'S IN REVERSE KINDA SCENARIO HERE. THE EARLY SIGNS ARE DEFINITELY PROMISING, TO SAY THE LEAST.

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BOOSTED TO A FULL FOUR PAGES THIS MONTH, AS LOADS OF ANTICIPATED GAMES BREAK COVER AT E3.

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## BROWSER

A KELLOGGS VARIETY PACK OF CONTENT, COVERING THE VERY NARROW SPECTRUM OF 'THINGS THAT ARE A BIT LIKE GAMES BUT NOT ACTUALLY GAMES'. LIKE FILMS - THEY COME IN THE SAME SHAPED BOXES FOR GOD'S SAKE. KEEP AN EYE OUT FOR THE ALL-NEW, ALL-IMPROVED, LEMON-SCENTED BROWSER SECTION NEXT ISSUE... THERE'LL BE MORE THAN DVDS FOR A START!

### 84 NEW DVD RELEASES

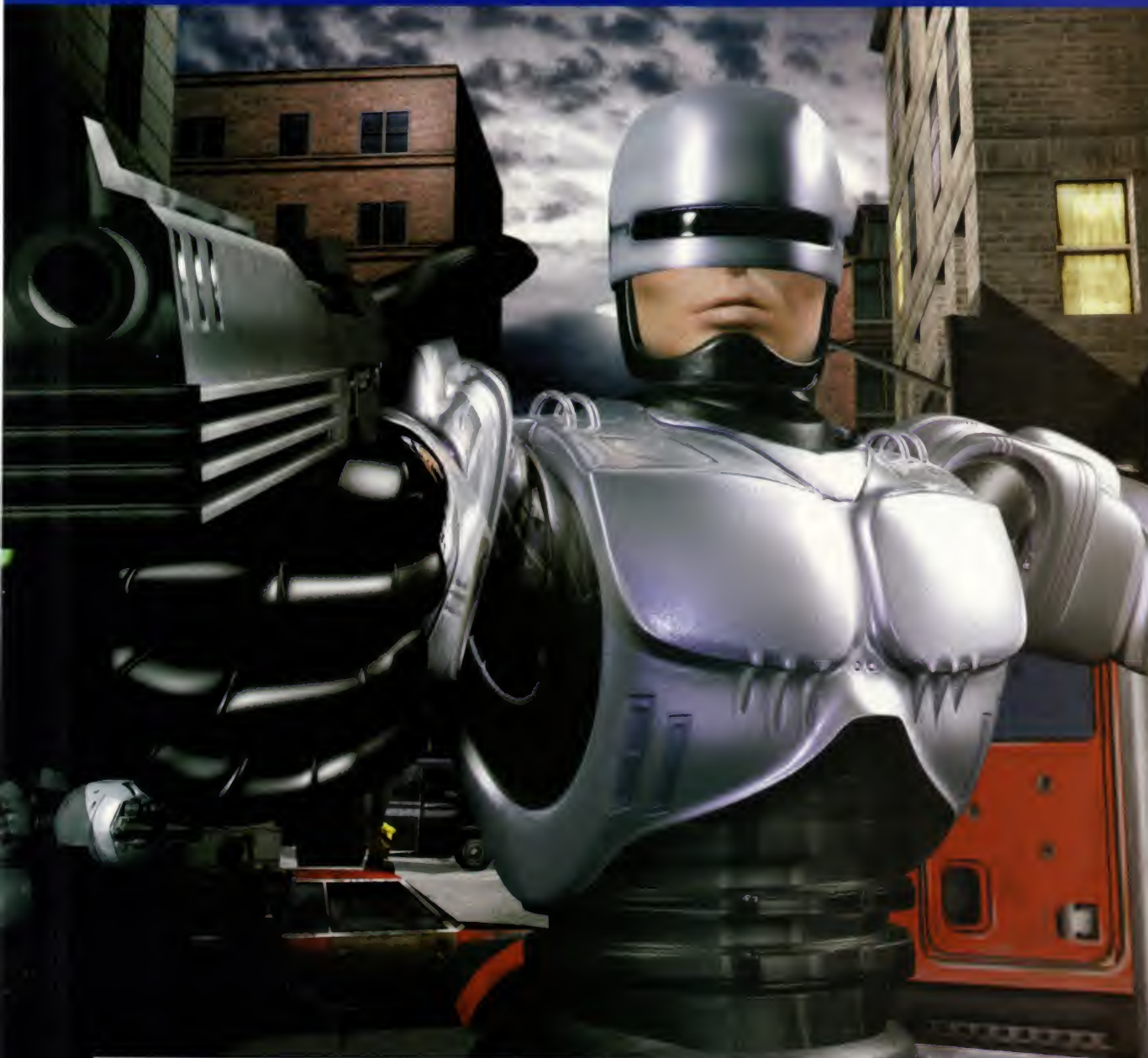
ANOTHER MONTH AND STILL NO SIGN OF THE BLAKE'S 7 DVD BOXSET REISSUE. WHY DON'T THEY LISTEN TO US? THE ONLINE PETITION HAS OVER 20 SIGNATURES.

### 98 NEXT MONTH

TOP ALICE SRPINGS BOOKMAKERS ARE OFFERING ODDS OF 3/1 ON IT BEING A CAR ON THE COVER. JUST BETWEEN YOU AND ME, I WOULDN'T BANK ON IT...



# PSW WELCOME



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## EDITORIAL

Welcome to the third issue of PSW. I guess I should introduce myself. I'm the new editor, having taken over from Nick, who did such a sterling job launching the mag all those months ago. It's a pleasure to meet you all.

Don't worry, you're still in safe hands, as my CV includes a stint in the editor's chair at sister magazine PC PowerPlay and as a writer for Hyper (also part of the Next family) throughout its eight-year history. Assembling a similarly experienced team of writers has been my first priority since starting this job, the impressive results of which I believe will become obvious over the following 90-odd pages. We think PSW carries the most accurate and honest, funniest and intelligently written videogame journalism in the country. Drop me an email (davidw@next.com.au) and let me know if you think we're doing our job properly.

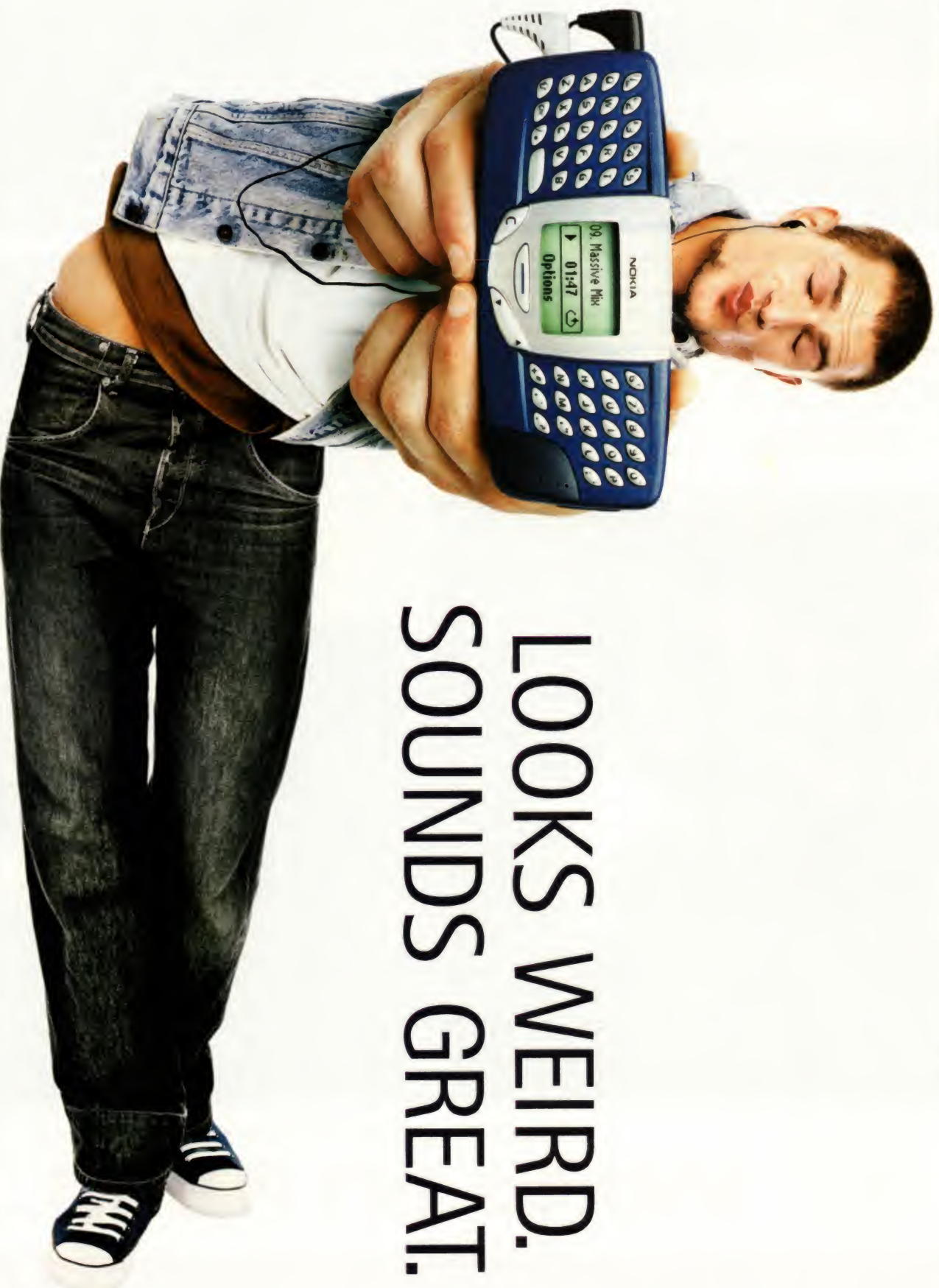
Onto this issue, then. This month I've commanded my scribes to get the inside information on a host of exciting new PS2 games: *The Two Towers*, *Ratchet & Clank*, *V8 Supercars Race Driver*, *WWE Smackdown 4*, and of course the superb-looking *RoboCop*. As you can see from this diverse list of titles, the PS2 is set to continue as the console with not only the best but the widest variety of games.

That's something reflected in the PSW policy, too. Every month, we'll endeavour to bring you the latest news on all the big titles as well as tantalising reports from the more esoteric regions of the weird and wonderful world of the PS2. See our new regular column "Otaku Alley" on page 28, for a taste.

You'll have to excuse me now, I'm going back to playing *RoboCop*. Until then, "Stay out of trouble..."

/ DAVID WILDGOOSE EDITOR





LOOKS WEIRD.  
SOUNDS GREAT.

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# GLOBAL

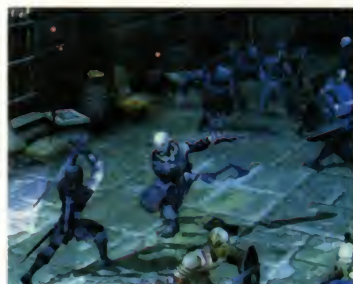
THE BIGGEST GAMES OF THIS YEAR... AND BEYOND!

GLOBAL this month...

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- 17 James Bond 007
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## IT BLEW US AWAY!

EA EXPLODES THE DARKNESS WITH **THE LORD OF THE RINGS: THE TWO TOWERS**.



**BIG BATTLES** The fights generally involve many men.



**SHED OR ALIVE** Everyone hated woodwork classes.



**MYSTERIOUS** Will it be your friend?



**DARK LORD** He doesn't do this professionally, it's just a Hobbit.

### ■ ORC-WARD

**ELECTRONIC ARTS HAS SECURED THE RIGHTS** to New Line's movie adaptation of *The Lord of The Rings*, and the game bombardment begins with *The Two Towers*. Shown at E3, the title impressed many with its colossal battles and smooth animations – in fact, it was something of a highlight, even for non-believers. This action adventure bears three playable characters, namely Aragorn, Legolas and Gimli, although EA promises other

members of the Fellowship taking 'active' roles during the game, by which it surely means the player sits back to watch a few cosy cut-scene chats. Excellent character models mean that subtitled introductions won't be necessary, however, and battling characters are of an equally high quality – *The Two Towers* might not have as many people on screen as *State of Emergency*, for instance, but is no less impressive for it.

In fact, it's probably more impressive than that slight game, as there's still plenty

## GIVE ME ANOTHER RING LATER, YAH?

UNIVERSAL INTERACTIVE WEIGHS IN TOO WITH **THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING**.

### ■ BOL-ORCS

**UNIVERSAL INTERACTIVE HAS SECURED THE RIGHTS TO** Tolkien's *The Lord of The Rings*, and the bombardment begins with *The Fellowship of The Ring*. It's not based on the film, you see – it's based on the book. Clever. This action adventure bears three playable characters, namely Aragorn, Frodo and Gandalf, and they'll come up against 28 types of enemy, including boss characters. Orcs, Black Riders and the evil Balrog are all things that fit excitingly into that category.

The more cerebral among you will be pleased to learn this won't be just another chop 'em up. Players can use the power of The One Ring, stealth and various magical attacks to progress through the environments, killing stuff and solving puzzles like a deadly crossword fanatic.

And the look hasn't been copied from the film, seeing as it's nothing to do with it, so fans will be particularly pleased to see entirely original sketchings of Moria, the Shire and the river Anduin, and to get the chance to play through scenarios taken directly from the source matter. *The Fellowship of The Ring* is also set down for November.







to hold your interest once you get over the intense techno shock of it. Thankfully, the emphasis, throughout it all, is on swordplay and conflict.

It's not just button-bashing slashing, however, as the game is promising more depth than that. Clever character choice is of tactical advantage, as is thoughtful deployment of weapons and moves. And it's not just the look that's been copied from the film – the locations themselves, bearing the same dark visual style, ape those of the

movie, consisting of 16 levels spread over ten environments.

Fans will be particularly pleased to see Helm's Deep and the Mines of Moria, and get the chance to play through scenarios taken directly from the source matter. Topping up the movie feel is the use of its award-winning soundtrack from Howard Shore... plus, of course, the inevitability of sequels. Work is already underway on games set for release in 2003 and 2004, and this first instalment will be with us in November.



## A BLUFFER'S GUIDE TO... THE TWO TOWERS



IF ANYONE STOPS YOU IN THE STREET AND WANTS TO KNOW WHAT ALL THE HOBBIT STUFF IS ALL ABOUT, SIMPLY REGURGITATE THIS. VOILA! INSTANT STREET CREDIBILITY.

**SAURON IS A DARK LORD WHO WANTS TO RULE MIDDLE EARTH, THUS BECOMING EVEN** Darker and Lordlier and possibly sorer too. The special magic ring he forged in the fires below Mount Doom – really he should have seen the signs at that point – aided him, but was cut from his hand in a smash and grab raid by the human man Isildur. And now Bilbo Baggins, the Hob Nob Leonard Nimoy sang so movingly about, has by chance acquired the ring. Bilbo chums up with a wizard, some elves and a few dwarves to go on a quest in order to destroy the ring before Sauron, and all his evil pixies, can get it back. This involves a lot of fighting and graphic scenes of beard wearing. This early script treatment, leaked to us by inside sources, shows the sheer scope of what Peter Jackson is creating.

**SAURON:** "Give me the ring back. It's mine. I made it and everything."

**BILBO:** "I thought you'd had your hand cut off? It's not as if you could wear it."

**SAURON:** "It grew back."

**BILBO:** "Well, I'm taking it back to Mount Doom anyway."

**SAURON:** "They don't do refunds, you know."

**BILBO:** "To mangle it up."

**SAURON:** "I'll chase you. There'll be beards." [two hour fight scene]

**SAURON:** "Have you taken it back yet?"

**BILBO:** "Not yet"

## SEE THE FILM!

CHECK OUT THESE LOVELY STILLS FROM THE SEQUEL







**HOLDEN!** Of course, the real test of any V8 driver is how many donuts they can pull in the off-track dirt.



**EAT MY DUST!** The art of cornering is not about touching the apex of the curve, but sliding sideways in a cloud of smoke.

# "ANGRY YOUNG MAN THE NEW FACE OF SUPERCAR RACING"

THE BOYS BEHIND TOCA SERVE UP TOURING WITH HEARTACHE IN V8 SUPERCARS RACE DRIVER

## METAL STORM

Ryan McKane is an Angry Young Man with a Need for Speed. Feel his burning desire to win, picture his stern brow, add some sibling rivalry, a dead father and - voila! - you have the makings of a box office sham or the premise of V8 Supercars. Ryan is the face of V8 Supercars. However it's tricky to see faces behind all the metal of the cars.

You see the real star of V8 Supercars is, well, the V8 Supercars. Adding a "leading man" to Touring Car racing just allows PS2 drivers to do everything a race driver does. Stroll about Ryan's office (replacing the traditional menu screens). Check Ryan's email to receive offers, go see your team in Ryan's Garage. There's no Ryan's personal jet but flying all over the world to race on international tracks is, to mix a metaphor, par for the course.

Did we say V8s are the star? Naturally they take centre stage for the Australian market but as this is a Global Game the selection of vehicles has a cosmopolitan flavour. The game features a number of other championships from around the world, including officially the British Touring Car Championship and DTM from Germany and, of course, our local V8 Supercars. Players will be able to create custom championships, have one-off races and personal rivalries will fuel one-on-one grudge races.

There are 42 cars in total including Craig Lowndes' Ford Falcon, Larry Perkins' Commodore VX Mercedes-Benz CLK for the DTM, Nissan Skyline GT-R R34 for the LOLA World Championship, Alfa Romeo GTV and Viper GTS.

There are also cars in the game representing the Northern and Southern European Challenges, the European Cup, the Americas Series, the American All-Stars

and Elite Championships. All cars are modified to comply with the rules of their championship rules.

The 38 International tracks include Hockenheimring and Norisring, Rockingham and Silverstone, Mantryp and Zolder, Fuji and Charlotte, Dijon Prenois and Monza. All the Australian faves are there: Bathurst, Canberra, Eastern Creek, Adelaide, Sandown, Oran Park and Phillip Island.

Hurtle around 38 tracks from across the globe, all realised in full detail, with not only accurate track design but also regional cosmetics. Note for the first time - gum trees! And national icon buildings in the landscape as you drive by!

The part of the game where you actually, you know, drive looks pretty well covered, so if this Ryan McKane story guff falls on its arse - there's still the game. Perhaps it's better that way...



**BLINKY BILL WUZ HERE** Note, for the first time in videogame history, the authentic gumtree texture maps.



**ARSE SHOT** The game obviously has a cockpit view, but it makes for less impressive screenshots.



## QUICKLY INTO THE PITS

TWO WORD QUESTIONS WITH GAVIN RAEURN, HEAD OF JUICE STUDIO

### HOW REAL?

Everything's focused around living the life of a pro race driver. We have 42 licensed touring cars, all the big name tracks from around the world, there are 13 championships. We want to give all the correct feedback you'd expect from the cars. In TOCA 1 & 2, there were a few anomalies in the physics. We've done all our physics from scratch. We don't want anything to be a surprise.



**GRILLING** Brockie began his career in this.

### SOME EXAMPLES?

We've used a Newtonian physics model, which means you put in the correct weights, measures, sizes and shapes, and realistic physics follows. Looking at the V8 Supercars themselves, they're actually very heavy - powerful but very heavy. The lighter DTM or BTCC cars have quicker braking. We model all of that accurately.



**LET'S GET PHYSICAL** Newton would be proud.

### DAMAGE MODELLING?

Cars are broken down into a series of weighted springs; all the hinges and joints work accurately. When a car hits something, the springs will move depending on the weight. All the body parts can actually fly off from the car properly because all the hinges will break in the right place. It looks very natural. You get a good sense that the car's doing what it should do.



**POWERSLIDE** Don't let your bits fall off!



## GRAND CHASE AUTO

MORE WACKIEST POLICE CHASES COURTESY OF **NEED FOR SPEED: HOT PURSUIT 2**

### ■ KERB CRAWLING

**LIKE CODEMASTERS' V8 SUPERCARS** TITLE, the new Need for Speed continues the pleasing trend of localising in-game content for specific markets. Thus, here in Australia, it seems every new driving game can now boast the addition of iconic Australian cars from iconic Australian car manufacturers like, er... Ford and Holden. Look at the pictures! It's

Ford vs Holden! (First reader to email me with the names of each car featured here wins one of the games lying on my desk. Be warned though, it's probably crap.)

Hot Pursuit 2 returns to the original NFS formula of outrunning (or, more likely, out-driving) the cops as you weave in and out of civilian traffic. However, the more conventionally-minded will appreciate the option of regular circuit racing events in the



Championship mode. Success in either is not merely its own reward, as the cash procured allows your chosen vehicle to be upgraded in a host of mechanical aspects. A keenly anticipated two-player split-screen race completes the desirable package.

If EA's release schedule is at all accurate, NFS: HP2 should be on shelves by the end of September. Hopefully.



**HELLO COPTER!** One day there will be a driving game made without passing helicopters.



**BLOODY HELL** There's the rotating blade bastard again. Enough already!

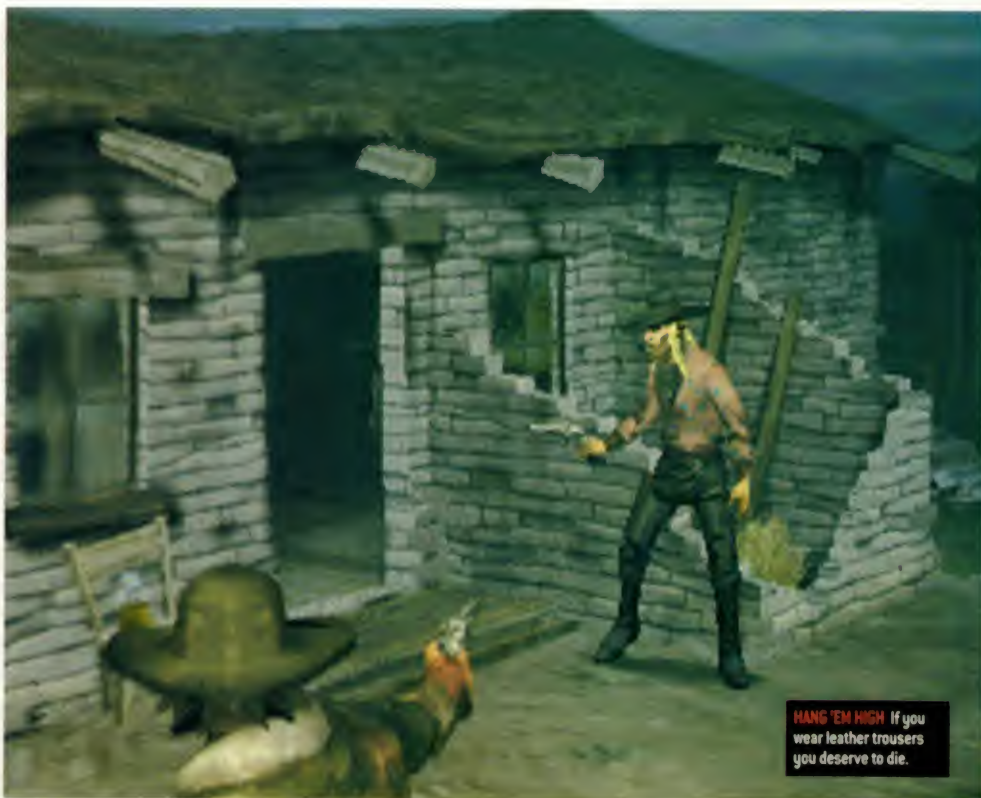




**TRUE GRIT** Real cowboys don't take their hats off, unlike those casual scum.



**SUNSET BEYATCH** The sunset... perfect to ride off into...



**HANG 'EM HIGH** If you wear leather trousers you deserve to die.

## WE DON'T NEED NO STINKIN' BADGES

DRAW! **RED DEAD REVOLVER** HEADS INTO TOWN FOR A LITTLE WHISKEY DRANKIN', WHORE LOVIN', GUNSLINGING HEAT. AND SOME STEALTH. AND SOME BIG HATS.

### PICK UP THE GUN

**CAPCOM IS TO PLUG A MYSTERIOUS HOLE IN THE WALL OF** games – the Western. Seemingly the perfect subject for a game, *Red Dead Revolver* is a third-person shooter with you as the eponymous Red who, in accordance with the law of these things and their same-every-time storyline, witnesses his family robbed and slaughtered by desperados. Just a boy and left for dead, lucky little Red is taken in by a no-doubt wise Indian (native American, please...) and schooled in the art of spiritually empowering violence and cunning. Now a grown man, Red is back in town and seeking vengeance in a manner that would make Clint Eastwood proud.

That's why you've got a big hat and spurs. We're promised action-heavy gunfights, authentically dusty characters with more than 1000 animations (sun squint,

suspicion squint, chick squint, revenge squint and ending squint: what else is there? – Ed) and the ability to fight them on the horses.

### A FIST FULL OF DOLLARDS

Perhaps inevitably these days, there's also an element of stealth involved in getting around Red's one horse town, though more interestingly you won't just rely on an ever-present gun – there's a large element of fisticuffs too. There's no word yet on whether you can just head for the tavern and get busy causing free-range trouble *GTA3*-style, stirring up suspicion and spilling beers, but we can only hope. If you want to tool up properly, however, you'll find the requisite pistols, shotguns and sticks of dynamite, plus potentially the most pleasurable weapon since the sex bomb – a whip. Kinky.

Happily, *Red Dead Revolver* isn't so grittily real there aren't special moves and powerups to help you in your crusade, and there's even a potentially excellent four-player mode. Expect *Red Dead Revolver* to be unholstered around Christmas time, probably at exactly midday. Cue Ennio Morricone please...



**FOUGHT APACHE** Sometimes even tough men need to hide.







# ITALIAN FLAIR

THE SUPER NAILS **F355 CHALLENGE** IS GOING TO HURT YOUR BRAIN, FINGERS AND GAMING PRIDE. WE PROMISE.

## ■ TEAM ORDERS

**SONY IS BRINGING ONE OF THE MOST** challenging driving sims ever created to PS2. *Ferrari F355 Challenge* originally appeared in arcades, before being ported to Sega's sadly failed Dreamcast console, losing nothing of its intense nature in the process. The PlayStation2 version appears identical to its predecessors, which is to say you'll be kicking holes in your dear old granny after just a few minutes of hard as nails gameplay.

The finely detailed handling model is the star here – it makes *GT3* look like *Burnout* in comparison – and the real challenge, aptly, lies with the car. Because of this, almost any corner retains almost endless trails, regardless of where it is.

For the record, though, the track count's not quite as disappointing as it first

appears: you get Sugo, Motegi oval, Monza, the Nurburgring, Atlanta, Laguna Seca, the excellent Long Beach street circuit, two configurations of Suzuka and Ferrari's own private test track, Fiorano.

Hardcore tifosi and sim lovers will have a real treat in store for them when *F355* arrives, hopefully sometime before the end of the year.



**WHEN FEET ATTACK** Traction control stops wheel spin.



**FORZA ITALIA** Mostly red, occasionally yellow.



**NO FLAGS?** Fanatical Italian fanbase not included



# MADE A FEW QUIDDITCH

YOU CAN SOON PLAY **HARRY POTTER AND THE CHAMBER OF SECRETS**. MORE WIZARD JAPES, NO DOUBT.

## ■ ABRACA...WHATEVER

### HARRY POTTER CONTINUES HIS PAGAN MARCH TOWARDS

global domination like a small boy with a broomstick up his arse. In *The Chamber of Secrets*, Harry ignores Dobby the house-elf's warnings and returns to Hogwarts for his second year, only to be drawn into an evil plot against his

'mudblood' classmates. Does this mean anything to you? It might be the work of Draco Malfoy, but then again, it might not. Players gain the help of Hermione, Ron, Hagrid and Hedwig as they unlock second-year spells with a bit of book learnin'. Spells must be cast perfectly – otherwise Harry suffers hilarious and quite possibly wacky consequences – and the rather spiffing-looking levels

hide a string of secret areas, special items and replayable mini-games. Many events are taken straight from the impossibly successful books, which should delight fans as it confuses the hell out of all else.

Potter's *Chamber of Secrets* is expected to be revealed as an enormous bank vault full of teetering piles of money come November this year.



**TAKE THAT** Relive scenes from the film. If you've seen it that is.



**SPEC-TACULAR** The colourful graphics seem far better than the pun.



**MAGIC ROD** A durry break sees the kids amused by novelty party tricks.





FROM A WHISPER TO A SCREAM  
Don't shoot, the hug monster means you no harm.



SSHH! MUM'S DOWNSTAIRS Some of the love scenes are touching and romantic.



SUFFERING IN SILENT Nope, sorry, can't tell what's happening here at all.

## SILENCE IS GOLDEN

80s SYNTH-POP, NEW CHARACTERS AND (WHAT'S THAT?) IT'S NOT SET IN SILENT HILL? GET THE LOW-DOWN IN OUR EXCLUSI-INTERVIEW WITH THE TEAM BEHIND SILENT HILL 3.

OR RATHER DON'T. FOR AS THE FOLLOWING TRANSCRIPTION (offered for your delectation verbatim) indicates, when interviewing Japanese gentlemen via an interpreter, things can go awry. Questions, while apparently simple to western ears, become contorted during their journey through linguistic transmogrification. And the answers (when they arrive after five solid minutes of baffling eastern babble) often bare little relation to the question. Read on, and see what we endure to bring you the gen.

**WILL ANY OF THE CHARACTERS IN SH2 BE IN SILENT HILL 3?**  
The answer is no, all characters will be new.

**CAN YOU TELL US A LITTLE BIT ABOUT THOSE CHARACTERS?**  
There is a young girl in it, her name is Heather. She's just ordinary girl. She's the main character. You also encounter another woman, her name is Claudia. And she also plays a major role in the game. Unlike *Silent Hill 1* and *2* where we had Harry and James as the main characters, men in their 40s and 50s, now we have a new, young, girl. Ordinary girl as the main character.

**THE MUSIC IN THE FIRST GAMES WAS INTEGRAL TO THE EXPERIENCE, HOW WILL IT AFFECT PLAY THIS TIME?**



FAN OF THE GENRE That will shortly be slicing through flesh, no doubt.

We like British music, we've taken influence from some British acts, plus we wanted to try something new, something different for *Silent Hill 3*.

**WHAT BRITISH ACTS INSPIRED YOU?**  
80s er... new-wave... Ultravox, Visage...

**HAVE THE TEAM CREATED THE SENSE OF FEAR THEY WANTED, AND HOW WILL THEY MAKE THE THIRD ONE MORE FRIGHTENING?**

We have remodelled all our engine system, by looking at it you can tell it's very scary looking. And we have been through a very experimental stage. There were some ideas within the team that we could not incorporate in *Silent Hill 2* and we will now try and incorporate those ideas.

**WHILE THE CHARACTERS ARE DIFFERENT, DOES THE STORY FOLLOW ON FROM THE LAST GAME, OR WILL IT BE A COMPLETELY NEW PLOT?**

No comment... [Then, after some more Japanese chat between themselves] This is er... *Silent Hill* series er... I believe there is some connection.

**WILL ANY LOCATIONS THAT FEATURE IN THE FIRST TWO GAMES POP UP IN THIS GAME?**

It is totally separate from *Silent Hill*. It's really... some place different. *Silent Hill* has nothing to do with the setting in the video footage [see PSW DVD now, kids!].

**THAT'S QUITE AN EXTREME MOVE FROM THE REST OF THE SERIES, ISN'T IT?**

We have pretty much covered the town of *Silent Hill* so we wanted to try something new.

**HOW FAR CAN YOU TAKE THE SERIES OF GAMES WITHOUT IT GETTING BORING?**

The main character gets trapped in a very strange cave and that's how the story evolves. Did that answer your question?

**WELL, NOT EXACTLY... HOW LONG CAN YOU CARRY ON MAKING THESE GAMES WITHOUT THEM BECOMING REPETITIVE?**

We're now try to clear the way for game players to keep attention and not try to hide... [fades off] I'm pretty sure it's possible to not make it repetitive. This is for PS2 and at this moment we don't have plans for another version.

**ANY ELEMENTS THAT YOU WERE UNHAPPY WITH IN SILENT HILL 2 THAT YOU WANTED TO CHANGE FOR THIS VERSION?**

The unhappy points are things that we could not do even though we wanted to. Even though *Silent Hill 2* had a very high quality and we were pretty much satisfied with it... after all we still have to surpass *Silent Hill 2*, with *Silent Hill 3*. And the four key staff members of *Silent Hill 2* are now working on *Silent Hill 3*, so we are trying to incorporate what we could not achieve in *Silent Hill 2*.

**DO YOU THINK YOU'VE MANAGED TO WRITE A BETTER SCRIPT THAN YOU HAD IN SILENT HILL 2?**

By this time, quite a few players have an impression of the town of *Silent Hill*, so we really wanted to change it. And we wanted to create something new about *Silent Hill*. And that was the really difficult part, deciding on new script.

**UM, OK. HOW IMPORTANT IS IT TO KONAMI TO MAINTAIN THIS ADULT HORROR FRANCHISE?**

It's very important to us and our company.

**IF SH 3 IS SUCCESSFUL, WILL THE SERIES CONTINUE?**

There are possibilities.

**WHY IS IT CALLED SILENT HILL WHEN THERE'S NO HILL IN IT?**

Well, we just trying not to have same things as *SH2* and there are many things you can do in the world of *Silent Hill*. People want some sequel and we can make it, but at the same time we have to meet people's expectations, but at the same time we like to betray people's expectations as well, so... making something called *Silent Hill* but at the same time kind of apart from *Silent Hill*. Simultaneously.





PlayStation.2

# TAKE SOMEONE SPECIAL OUT



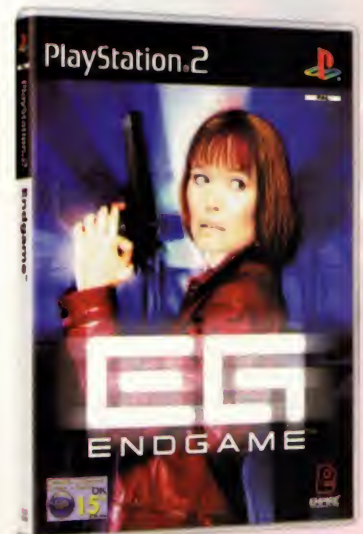
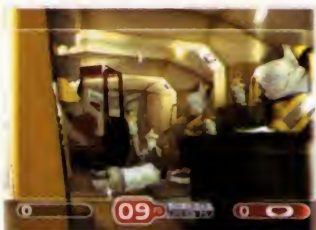
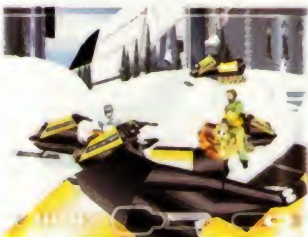
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**EMPIRE**  
INTERACTIVE



## GLOBALINSIDER

## THINGS WE KNOW THAT YOU SHOULD TOO



## /GHOSTING ONTO PS2

Massive PC hit *Tom Clancy's Ghost Recon* is ready to inject some SAS-style tactical warfare into your PS2. Focusing on the US special forces team known as 'the ghosts' *Ghost Recon* gives you control over the careful planning and team-based, first-person execution of missions to stealthily alter the course of deadly, underhand conflicts in the near future.

## /BAD MOJO

Get ready to battle Mojo Jojo, The Gangreen Gang, Him and an invading race of pickled aliens as the Powerpuff Girls make their spectacular entrance onto PS2. Capturing the feel of the TV show and the forthcoming movie with a 3D creation of Townsville and all of the girls' special powers, this quirky peek into their bizarre world should be out this Christmas.



## /WAR DRAW

Who said all cel-shaded games have to be platformers and feature cute, cuddly characters? Oh, it was us. But Ubi Soft has gone for a comic book look for its new first-person shooter *XIII*, and its distinctive stylings are already creating quite a stir. The story's intriguing too: waking up with amnesia (again!), the only clue players have to go on is the *XIII* tattoo on their shoulder and a key to a safe deposit box in New York tucked inside their jacket pocket. Nooo, don't open it!

## /SINK THE PINK

Codemasters' *World Championship Snooker* returns for 2003 with better player and referee animations, more realistic ball physics, better camera angles for that true armchair TV experience and – most importantly – new nine ball and English eight ball pool modes for relaxing with when the slog to the Lansdowne gets too stressful to handle.

## ROBOSEXUAL

ZONE OF THE ENDERS: THE 2ND RUNNER IS A THING OF BEAUTY.

## ■ ARE THEY UNLEADED?

ENORMOUS PEOPLE MADE OF METAL WHO live in space are going to be thrilled about this – the sensationally pretty robot fighting game *Zone of The Enders* is jumping on the sequel bandwagon.

Famously produced by Hideo Kojima – the bright mind behind *Solid Snake* and his games – the original was perhaps aided in its commercial performance by the demo of *Sons of Liberty* included with it. This time, *Zone of The Enders* aims to stand alone as a great game.

If these are the droids you're looking for, you'll find far more moves than before, both offensive and defensive. Players can also target multiple enemies and rip up bits of landscape to use as shields or bludgeons. And if it just keeps going horribly wrong there's always the new teleport ability to get you out of there. Unsurprisingly, everything's even bigger this time: the fate of both Mars and Jupiter are at stake. Er, look, we've got seven other planets anyway, life goes on, you know? Still, battlegrounds are larger in sympathy, and players can fight in canyons, cities, fortresses and even space itself. Sounds colossal.

*Zone of The Enders: The 2nd Runner* should be available early next year.



SCREECH! The robots go in for the kill like angry things!



CRASH! The robots break and circle like big wary things!



KER-BOOM! The robots go at it like deviants!

## PATERNITY CLAWS

HE'S THE DADDY WHEN IT COMES TO THE X-MEN – AND WOLVERINE WANTS HIS REVENGE.

## ■ SUPERTASTIC

PERHAPS THE MOST CHARISMATIC OF X-MEN is getting his own action adventure game. Activision's *X-Men: Wolverine's Revenge* is a third-person title that sees the beefy man with bad nails on a right proper rampage. And whom do you get to fight?

Juggernaut, Wendigo and Magneto among others, while superpals Professor X and The Beast turn up at various points in the convoluted plot to help Wolverine out – perhaps helping to rip his cheeks off the Velcro he's become attached to.

The plot has echoes of cult noir thriller *D.O.A.*, as our face fuzzed friend rushes to

find the antidote to cure himself, lest he become the murder victim of his own investigation. In 48 hours he must locate Department H, set deep in the Canadian wilderness, and reveal the truth behind the Weapon X experiment that turned him into what he is.

You can expect a whole country-worth of butts that need kicking along the way, in which case Wolverine's adamantite claws (great for slashing prices, *Spaced* fans), heightened senses and ability to regenerate will help. Expect this in the early months of next year.



TICKLETICKLETICKLE Wolverine was a hit with the bored guards.



NO GUTS NO GLORY Has he got a bit of a paunch here?





# JUST DON'T CALL ME JIMBO

JIMBO BOND IS BACK FOR JAMES BOND 007 IN... NIGHTFIRE. BONJOUR, JIMBO!

## DOMINATION

**JAMES BOND RETURNS IN EA'S FOLLOW UP** to *Agent Under Fire*, *Nightfire*. Although it's set to coincide with Bond's 20th film, *Die Another Day*, the game will ignore the movie's storyline, instead using a series of 'Bond-esque' characters and locations.

Players sneak around highly impressive castles in the Austrian Alps, dive into the South Pacific and even float around in orbit

on a doubtlessly evil space station as they make their way through the 11 levels, all while ever so slightly bent on Martinis. They also get to shoot 1000s of minions on the way to taking out Rafael Drake who, driven insane by having a name like a particularly effeminate hairdresser, wants to rule the world. Very Bond.

Also new is the ability to update 007's gadgets, and the whole thing has a slightly more 'adult' look and feel – as you

would have seen from the other screenshots had they not been too boring for us to print.

Battles are still entirely bloodless, however. *Nightfire* uses a tweaked version of the *Quake 3* engine to reprise the hectic mix of driving and shooting seen in the first game, and although the game is multiformat, the vehicle sections are exclusive to console gamers. *James Bond 007 In... Nightfire* is expected in November.

## GLOBALINSIDER

**GUMMING RARE JEWELS FROM A RIVER OF FILTH**



### / GRAND THEFT AUTO: VICE CITY

At last, Take Two has officially announced the follow up to our fave game of last year. Amazingly, even though nobody has seen anything of this blockbuster yet, it'll be ready for release in America this coming October. All we know so far is that the game will be set in the 80s and focus on glamour, sleaze and corruption. Check out [www.kentpaul.com](http://www.kentpaul.com) for a sneak preview and some cryptic clues.

### / TOWER OF EVIL

Sounding like a unique hybrid of *Silent Hill*, *Shadow of Memories* and *The Exorcist*, *Clock Tower 3* is a new horror title from Capcom where you get to play a young girl pitted against an evil entity in a number of London locations.

### / TIME TRAVELLING DINOS

*A Sound of Thunder* is a new movie set in 2038 where time travel has been kindly invented. A group known only as the Global Entropy is desperately trying to destroy the present timeline by bringing back mutated dinosaurs, hybrid creatures and vicious plant life to cause havoc throughout the world. We're unsure of the reason why... Set in Chicago the game will closely follow the film forcing you to fight your way through the city and ultimately try to neutralise the terrorist threat by naturally deflecting the meteor that originally killed off the dinosaurs.

# WIN!

TEN COPIES OF THQ'S LETHAL SKIES UP FOR GRABS!



## COMPETITION

The skies are indeed a dangerous place – lethal, even. So it's fortunate that in THQ's new flight combat game you're protected

from the wide blue yonder by an impervious metal pod cunningly disguised as a jet fighter.

We've got ten copies of *Lethal Skies* to give away courtesy of the lovely Estelle from THQ. Simply create a witty anagram out of the words "Lethal Skies" and jot it down on the back of an envelope. The entries that raise the biggest smile will get the game.

**SEND YOUR ANAGRAM TO:**  
PSW Leaks Silthe  
78 Renwick St  
Redfern NSW 2016  
Australia







**SWORD AND SAUCERY** Lethal lovelies with swords. Mmm.



**TRIM** Pocket nail clippers took time to reach the far east.

## SPECIAL FLIGHT SLICE

LEAPING, LASHING LADIES. IT CAN ONLY BE **CROUCHING TIGER, HIDDEN DRAGON**.

### ■ CHOP SOCKEY

**IT'S THE FILM THAT GAMES WERE MADE FOR.**

The most spectacularly violent, gravity defying ballet you've ever witnessed is coming to PS2 in the form of a text-heavy dating game. Only joking. Of course it's not. A combat-heavy adventure was the only way it was ever going to go and thankfully the game of the film is rammed full of flying women, hoofing great swords and spectacular battles to make the makers of *The Matrix* weep with envy.

The game gives you the opportunity to play as Mu Bai, Jen and Shu Lien in three separate sections that comprise 15 immense levels in total. We've been confidently informed from the hot-off-the-press info fact sheet that each character is bestowed with the ability to transcend space, gravity and the limitations of the body (float gracefully through the air basically) while meting out pain on anyone who stands in the way. This feast of sword slicery should be ready this November.

# THE ORIGINAL STEALTH MASTER

TENCHU 3 TAKES SNEAKING ABOUT AND SNAPPING NECKS BACK TO ITS ROOTS.

### ■ SLITTING

**BEFORE SOLID SNAKE HAD ENTERED HIS** first air duct or crept around his first military facility on PSone, *Tenchu* had already infiltrated our sitting rooms in traditional ninja style. It was the first game to totally base success on your ability to use the shadows, stay out of sight and keep the noise down to the odd

gurgling throat. It also focused on more traditional weaponry with ninja stars, bushido blades and blinding smoke potions making up your retro armoury. Now Rikimaru returns in the third instalment of what the developer hopes will eventually culminate in an epic five game anthology.

From what we could decipher during our exclusive interview with one of the

game's creators, the musical accompaniment to *Tenchu 3* will be bold in contrast to *Tenchu 2*'s melancholy while the game as a whole will capitalise on the superior power of PS2 to make this third instalment far deeper and more visually astounding than the previous two visits to ancient Japan. VW Golf drivers beware; death stars are most definitely back on the menu.



**WEAPON OF CHOICE** Tenchu uses traditional weaponry.



**FACE YOUR DEMONS** Humans aren't the only foes.



**SILENT KILLER** Lurk in the shadows, waiting for the kill.



**PLAN OF ATTACK** Survey the scene before going in for the chop.



DINO STALKER

**ETA SEPTEMBER:** Capcom's next lightgun game replaces zombies with dinosaurs and looks much, much better than *Code Veronica* or *Gun Survivor*.



DISNEY'S DONALD DUCK AS PK

**ETA OCTOBER:** Rather than play as the indecipherable sailor you get to play as his superhero alter ego in this blindingly colourful 3D platformer.



DOWNHILL RACER

**ETA SEPTEMBER:** Namco's arcade smash loses the comical knee twisting skis on its way to PS2 but gains a load of new play modes instead.



AUTO MODELLISTA

**ETA 2003:** Yes, we're still impressed by cel shading, but it'd better release it quickly - the technique is starting to look very 2001.



EVOLUTION SNOCROSS

**ETA NOVEMBER:** Another addition to Konami's *Evolution* sports range is this snow blast... or should that be sno blast. Bad spelling is like so cool man.





## OLD AGED PULVERISERS

PUT THOSE DENTURES BACK ON THE SHELF, **LEGENDS OF WRESTLING** IS BACK FOR A SECOND BOUT OF GROPING.

■ ARTHRITIC

**LEGENDS OF WRESTLING WAS ONE OF THE** best gaming ideas ever. Just imagine what a bit of Senna, Mansell and Hunt could do for the terminally dull F1 games. Or a full-

on classic soccer game featuring Becks, Pele and Ronaldo. Classic games is the way to go. And now those *Legends of Wrestling* are back for more pain in the ring with a bulging roster of 65 ancient has-beens.

As well as getting the chance to prance about in tight pants as Jerry 'The King' Lawler, Brett 'The Hitman' Hart and Rowdy 'Roddy' Piper, you now get the added input of infamous managers like Bobby 'The Brain' Heenan and Mr Fuji. With cage, table

and ladder bouts (No zimmerframes? - Ed), and the Body Slam Challenge with Big John Studd, *Legends Of Wrestling 2* is crammed full of aeverything the ageing grapple fan could possibly wish for.

## THERE'S NO ESCAPING BIG BROTHER

NOW YOU GET TO PLAY GOD ON PS2 AS **THE SIMS** GIVES YOU TOTAL CONTROL OVER A FAMILY'S LIVES. DOMESTIC BLISS?

■ WATCHING

**THE SIMS IS NOW THE BIGGEST SELLING PC** game of all time, if you can call it a game. There're no guns to shoot, races to win or bosses to beat. Instead it's just you, a house and a variety of undernourished, over-aroused, frequently incontinent people. It's up to you to fashion their lives into something resembling normality, finding them jobs, forging relationships and making sure there's time for regular visits to the toilet. Pant soiling followed by embarrassed whimpering is a real possibility if you neglect your non-sentient Sims.

Some felt the PC game to be a little too open-ended. If you've ever played *Sim City* and got your thriving metropolis up to a size

where there doesn't seem to be anything more to do you'll understand what they mean. The PS2 version has therefore been given more structure with a level based format along with the inclusion of the first ever two-player Sims mode.



**PLAY GOD** Ply them with booze. It's always entertaining.



PRYZM

**ETA AUGUST:** Winged unicorns, magic powers, troll mountains, gnome hills, elfin forests, warriors, sorcerers and monsters. It's a fantasy adventure then.



ROCKY

**ETA DECEMBER:** What we want to know is will Hulk Hogan (*Rocky 3*) feature in the list of fighters lining up to pummel the mumbling mauler?



TY THE TASMANIAN TIGER

**ETA OCTOBER 2003:** Cute 'n' not-so-cuddly platform heroics featuring boomerang attacks and outback-inspired environments.



TERMINATOR: DAWN OF FATE

**ETA NOVEMBER:** This time there's not just one Terminator on your ass but hundreds. It's up to you to save the future as the original film's Kyle Reese.



WORLD WRESTLING CRUSH HOUR

**ETA MAY 2003:** *Super Bombad Racing* was a Star Wars abomination, let's hope this WWE spin-off doesn't go down the same path.



# YOU'VE NEVER SEEN WATER LIKE THIS

KELLY SLATER'S PRO SURFER WILL NOT JUST BE TONY HAWK ON WATER. PROMISE.

## SPLASHING

**RIGHT NOW ONIMUSHA 2 HOLDS THE PRESTIGIOUS** honour of displaying the most realistic looking water in a videogame. They did cheat a bit though, cleverly overlaying footage of a gently lapping sea onto the beach of the game. For the most physically impressive total recreation of genuine videogame water you'd have to look to *Splashdown's* rippling, sloshing liquidness; but not for much longer. Kelly Slater's fluid realism is so

remarkable you wouldn't be surprised to clamber out of the drink with a crab nibbling at your tackle. Well, you would be surprised, but for other reasons.

Waves like these will make catching a tube the most exciting thing you've done this year. Especially when you can pull off stunts that would make *Tony Hawk* feel dry and prosaic – we hope, as previous surfing games have hardly been glorious. When man and water collide the swirling clash is astounding and very different from all the usual *Hawk*, *Hoffman*, *Palmer* extremeness.

Show-off waves are a lot less abundant than the rails and half-pipes of the *Hawk/Hoffman* world, so when a pounding curlier swells up you've got to make the most of it – no second chances. Just staying upright on these unpredictable writhing beast-waves is hard enough, and unleashing your repertoire of dude-impressing moves is set to be quite different from what we've become used to in the extreme sports arena. The latest addition to the extreme and now extremely wet family should be with us later this month.



**WAVE HELLO, SAY GOODBYE** At least wipeouts have a soft, wet landing.



**MEN IN SHORTS** "Your Old Spice is upsetting my balance dude."



**RIDING THE TUBE** Wetsuit up for some wave catching this winter.

# WHEN OVERTAKING GETS HEATED

TOTAL IMMERSION RACING GETS UP CLOSE AND PERSONAL WITH DRIVERS WHO BEAR A SERIOUS LONG-TERM GRUDGE.

## BARGING

**BEING FIRST PAST THE CHEQUERED FLAG** isn't enough any more. *V8 Race Driver* has a story mode to rival any soap, *Colin McRae 3* requires you to chase a contract and now *Total Immersion Racing* brings rivals with long, long memories and low anger thresholds. Clatter these guys to make a corner or snatch victory with a last gasp overtake and your name will be mud.

Every character has their own personality and reacts to your driving in a totally individual manner: they may not seek revenge for your barging tactics in the same race, but they will remember... and later in the season they'll think nothing of slamming you into the barriers. Featuring a

full career mode, *TIR* bears 18 Le Mans 24 hour-style cars and licenced tracks such as Hockenheim, Monza and Rockingham to blast them about on. Your total immersion in this impressive racing world should occur around the end of this year.



**ANGER** It's like Le Mans with 100% more aggression.



**TRACK-TION** Hockenheim, Monza and Rockingham will feature in the finished game.



**JOJO'S BIZARRE ADVENTURE**

**ETA OCTOBER:** The title says it all. Girls licking each other and looking very moody. Cel-shaded visuals based on the anime cartoons. Mucho weirdness.



**LAMBORGHINI**

**ETA APRIL 2003:** Now we know why it wasn't happy about the Diablo appearing in *GT3*. It wanted its own game featuring all its splendid cars.



**LEGAIA 2: DUEL SAGA**

**ETA OCTOBER:** The follow up to the popular PSone RPG *Legend of Legaia* will feature a radical new fighting system that could revolutionise RPGs.



**STITCH: EXPERIMENT 626**

**ETA SEPTEMBER:** This new title from Disney is based on the forthcoming movie *Lilo and Stitch* and will be heavy on puzzles and wholesale destruction.



**MALICE**

**ETA OCTOBER:** The little girl with the big hammer is looking better and better every time we see this game. Once an Xbox exclusive now a PS2 big hitter.





# TO LIVE AND DIE IN LA

TRUE CRIME: STREETS OF LA DOES THE GTA THING ON A BIGGER SCALE AND ALL IN THE REAL LA LA LAND SETTING.

## UNDERCOVER

**GRAND THEFT AUTO 3 WAS THE SHINING** light and now everyone wants a slice of its massive success. Activision is next in line with a game that builds on the huge scale and diverse entertainment of PSW's favourite title of last year with a tighter, deeper narrative, more elaborate fighting abilities, and shoot-outs and car chases straight out of Hollywood.

You play an undercover cop up to your neck in Russian mafia and Chinese triads as you endeavour to uncover a money-laundering scheme. To stay one step ahead of the thugs and hitmen and work your way to the very top of the crime syndicate, you've got to use every vehicle, weapon and brawling opportunity that presents itself.

The gunplay has obviously been influenced by John Woo style Hong Kong action movies, with *Max Payne* style slo-mos and twin gun action. Fighting has taken a significant step forward from *GTA*'s simple, slapstick beatings. With an injection of beat 'em up style finishing moves and counter opportunities along with the ability to smash tables, chairs and windows, brawling plays a much more significant role in this game.

But most impressively, the whole of LA has been recreated for you to tear about in nicked cars and cause carnage and mayhem just like in the movies. All those familiar landmarks have been recreated for your destructive pleasure. The only downer is that *True Crime* is still a long way from completion so don't expect a release until well into 2003.



**FIGHT CLUB** Already it looks more detailed than *GTA3*.



**GUN CLUB** It's hard to miss with a target that big.



**FLAMING HELL** What's lurking in their dungeons?

YOU LOST.  
WE WON.  
JUST GET  
OVER IT

THOSE PERSISTENT NAZIS ARE AT IT AGAIN, UNLEASHING MORE HELL IN **RETURN TO CASTLE WOLFENSTEIN**.

## EXPERIMENTING

*Wolfenstein* holds a significant place in the gaming hall of fame as the title that gave birth to *Doom*, *Quake*, and nearly every first-person shooter since. One of the original games of the genre, it let you loose in a huge, sprawling Nazi castle where top secret mutating experiments had to be stopped with your flesh-tearing arsenal of heavy weaponry. Looking seriously outdated and blockier than *Tetris*, the timing's perfect for a 21st century update. And if the delicious PC version of *Return to Castle Wolfenstein* is any indication of what we can expect on PS2, this could be very special indeed.

As you progress deeper into the bowels of the Castle the resistance from the highly intelligent soldiers is complemented by a grisly band of remorseless mutants. The result of Nazi genetic tampering, these beasts will attack anything, including the Nazi soldiers, and will take more than just a few well-placed bullets to stop them. Just as well then that you're given the opportunity to brandish one of the most lethally impressive flamethrowers ever featured in a game. Just when you're nearing the end of *Medal of Honor*, *Return to Castle Wolfenstein* comes along with another dose of Kraut bashing that should keep bloodthirsty warmongers amply sated until *Medal of Honor 4* materialises.



**MARVEL VS CAPCOM 2**

**ETA SEPTEMBER:** After the critical acclaim lavished on *Capcom Vs SNK 2* the world of 2D beat 'em ups now gets an injection of super-hero pummelling.



**NBA STARTING FIVE**

**ETA NOVEMBER:** Take to the court or command things from the sidelines in Konami's new *Bballer* that lets you control every aspect of the sport.



**NINJA ASSASSIN**

**ETA DECEMBER:** Namco's arcade shooter is coming to PS2 so that we can dust off our G-cons and give them another brief, bullet-blasting outing.



**PRIDE FC**

**ETA 2003:** Every fighting discipline imaginable combined with wrestling style showbiz presentation make this a real battering spectacle.



**MX SUPERFLY**

**ETA SEPTEMBER:** The follow up to THQ's entertaining *MX 2002* will include a fantastic track editor that lets you build your very own stunt parks.





**CRATE BALLS OF FIRE** A Will Smith look-alike faces off against the alien horde.



**CRATE WALL OF CHINA** Is that the Pyramid Head from Silent Hill?



**TRAINED TO KILL** Redfern Station on a typical weeknight during peak hour.

## MEN IN MELBOURNE

WE CAUGHT UP WITH AGENT M (OR, TO BLOW HIS COVER, MARK COOMBES, PRODUCER OF **MEN IN BLACK 2**) TO FIND OUT HOW AN AUSTRALIAN DEVELOPER ENDS UP WORKING ON SUCH A BIG NAME GAME.

### HOW DID YOU GET THE CHANCE TO WORK ON MIB2?

Because Melbourne House is now part of Infogrames, one of the largest games companies in the world, we have access to their very extensive library of IP and licences. Infogrames has several publishing groups called Labels. A Label will approach us with a game concept for us to develop - this may be as brief as the name of the licence, which was the case in MIB. They asked us to come up with a game concept, which was approved and we went on to develop a game.

### SO INFOGRAMES PRETTY MUCH LET YOU DO YOUR OWN THING?

MiiB is pretty much entirely conceived and produced at Melbourne House. Apart from the recording of the voice actors, everything was produced here. The game concept and design we had pretty much free reign over, we were given the MIB licence and asked to come up with a concept design for the game.

### WHAT WAS IT LIKE WORKING ON THE MIB LICENSE?

With a licensed product you are always working within tighter creative constraints. There are only a certain amount of things you can do with the characters and the

setting, and everything needs to be approved by the licence holder. In the case of MiiB there was a big time constraint in that the game needed to be out in time for the film release.

### ARE YOU PLEASED WITH HOW THE GAME HAS TURNED OUT?

Yes I am very happy with how the game turned out. The game development was a difficult process with lots of unsettling changes from external influences but I think the end result is excellent. My favourite aspect would have to be the alien characters. The films have a lot of fun and interesting aliens; we put 30 into our game including five boss characters that make the film aliens look kinda sissy.

### DID YOU MEET WILL SMITH OR TOMMY LEE JONES?

Do you mean were they involved in the making of the game at all?

YEP.

Well, I'd like to say yes and that me and Will are close buddies, but alas we were not able to secure the rights to use their likenesses. So the characters in the game are our interpretations of agents Jay and Kay.

### DID YOU HAVE ACCESS TO ANY OF THE CG EFFECTS USED IN THE FILM?

Surprisingly we had no access to any CG material. This was due to the problem of developing the game to release with the film. Myself, the lead designer of the game and our studio manager visited the set of the film last in August last year. They were in principle photography then and we got to take reference photos of some of the sets and some of the alien characters being made in Rick Bakers studio, where the physical puppet and costume based aliens are created. This was very useful reference material and we were able to create characters for the game very accurately from these more traditionally made effects.

However, the CG characters are made a lot later in the process, too late for us as all of our aliens needed to be completed by Christmas 2001. We included one of the CG characters in the game, the alien Jarra who has a big fight sequence with Jay in the film. All we had to go on to create this character were some early concept sketches and a photo of a soap carving! We weren't sure how close we had come in our representation until we saw the film when it was released here. Thankfully we reproduced the character very faithfully indeed.



**TRAINING DAY** A Denzel Washington look-alike forgets which film he's in.



**DEFLEKTOR** Recreate classic arcade puzzle games with MIB2!



**FLL SEWER THEM** Agent Jay contemplates his next dry cleaning bill.



GameCube

Xbox

PC

Playstation 2

Game Boy Advance

PSP



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**AUSTRALIA'S GAMING AUTHORITY**



TRADING PLACES Raiden is now available in the Tanker.

# DOUBLE THE FUN

SONS OF LIBERTY GETS UPGRADED MASSIVELY WITH METAL GEAR SOLID 2: SUBSTANCE

## VERY METAL

**METAL GEAR SOLID 2 IS TO GAIN AN ENTIRE DISC'S WORTH** of extra material. *MGS2: Substance* will come as a double-sided DVD, of which one side is the original *Sons of Liberty*. The other side contains new modes, of which there are four main components. It's first worth mentioning, however, the single largest change to the game itself – players can now choose which character they prefer out of Raiden and Snake.

If you're a fan of womanly-thighed, floppy haired flower arrangers like Raiden you can play as him from the start. If, on the other hand, you prefer gruff, manly operatives with their feminine sides firmly repressed – which, when it comes to Snake, most of us do – the good news is that you no longer need wave bye bye to him as you approach

the Big Shell. This also means Snake has access to all of the weapons, instead of just the measly few on the tanker. The only exception is the ninja sword, which Snake appears to have a disliking for, so the section where the pair fight alongside each – Raiden under your control with the blade, Snake backing you up with gunfire – remains exactly as it was.

Intriguingly, these two aren't the only playable characters. Kojima has been slightly vague over the details, but there are seven variations of at least two people. Snake can be used in his Pliskin incarnation; in his original costume from the last game; or in his tuxedo, another bonus item in the first game. It's also possible to use Raiden dressed as the ninja, complete with sword. That's five, including the standard Raiden, so what of the other two? Kojima is understandably evasive about

details for this, wanting to keep at least a little mystery around his reworking (perhaps still wary from the previous, two-year *MGS* overexposure). But we have to wonder about the suitability of the other characters in *Sons of Liberty*. Would you really want to hobble through the whole thing in the company of Emma 'wetter than a glass of water' Emmerich? Perhaps Otacon could do better? We'd rather be the parrot. Perhaps older characters from the last game could reappear...

## PLAYING FOR THE OTHER SIDE

Of course, the main additions lurk on the other side of the disc. First up are the VR missions, exactly what you'd expect if you played the eponymous add-on for the PSone game. Small, purpose built arenas with a *Tron*-like, unreal-textured look are the order of the day, each



PRIMAL

**ETA NOVEMBER:** Everybody who witnessed this game at E3 walked away seriously impressed with this visual feast of third-person adventuring.



PRO BEACH SOCCER

**ETA NOVEMBER:** This is why the Brazilians are footy geniuses. Barefoot on the beach with lovely ladies to impress will make Rivaldos of us all.



PROJECT ZERO

**ETA SEPTEMBER:** You see dead people which is kinda handy when you're holed up in a haunted mansion teeming with spooks and bed sheets.



RALLY FUSION

**ETA SEPTEMBER:** Are we all rallied out yet? Nah. Not when it looks this good and goes for more than just one car on track. A *TOCA/McRae* hybrid perhaps?



CONTRA: SHATTERED SOLDIER

**ETA 2003:** Ancient series in 3D update shocker. Looks good though, especially as it comes with a two-player co-op mode. Get my back!





**BIGGER BANGS** Snake has access to more weapons.



**LESS SUBSTANTIAL** There are more than 200 VR missions.



**LIGHTNING RISK** This looks dangerous. Careful now.



**JUST STEALTH?** Each mission requires a specific skill.



designed to test a certain skill, such as your ability with grenades, chaff, sneaking or sniping. There are more than 200 of these, and enemies appear in different locations according to which character you use – effectively making the difficulty character dependent.

#### EXTRA! READ ALL ABOUT IT!

Perhaps more engaging are the 'alternative missions', set in locations from the main game and thus benefiting from the extraordinarily detailed world of *MGS*. Here you'll need to, say, take a spy photo or locate and defuse a bomb. There's no link between these missions and *Sons of Liberty* other than the locations; these frequently brilliant stage designs are simply being reused to test your mettle. There's no storyline. There are over 100 missions – now that's what we call replay value.

What else? Fans of Mr Pliskin get another treat in the form of *Snake Tales*, a series of story-based missions set on entirely separate arcs from *SoL*. There are five chapters, varying in length between what Kojima terms short, medium and long – he chose not to quantify any of these, however, so exactly how long is 'long' remains a mystery – and populated with familiar visages. Bizarrely, while you could bump into somebody who looks exactly like Emma, say, or even Meryl, they won't necessarily be appearing as themselves. Does this mean they're all just virtual actors and actresses, playing their parts within the game? It all starts to make sense.

#### DECKS, LIES AND VIDEO GAMES

Perhaps the most bizarre things in the E3 trailer are the scenes of Snake on a skateboard. Unfortunately, they're a

little 'misleading' to say the least – after all, a stealth operative appearing intermittently on a third-floor security camera in the midst of a whopping 180 benihana would be a very poor stealth operative. These scenes are actually taken from *Evolution Skateboarding*, also from Konami (see overleaf). They're nothing to do with this game. Oh, and Kojima-san – there's a fine line between hilariously cunning practical jokes and pointless, churlish misrepresentations. We suggest you try having a look for it. Getting out more might help.

Now the stunning engine powering the game is complete, we shouldn't have to wait so long for *MGS3*, although it's still a way off. Clearly *Substance* is intended to keep us happy in the meantime, and Kojima even spoke about games four and five, a marked turnaround from earlier rumours that *MGS2* was the last of its line. >



**ROBOTECH: BATTLECRY**

**ETA OCTOBER:** Huge battling robots with a stylish cel-shaded look. Clever move to distinguish itself from the un-cel-shaded robotic loveliness of *ZOE2*.



**RUN LIKE HELL**

**ETA OCTOBER:** This one features the voice acting talents of *Aliens*' Lance Henriksen and *Star Trek Voyager*'s Kate Mulgrew among others.



**SCOOBY DOO: NIGHT OF 100 FRIGHTS**

**ETA AUGUST:** Haunted mansions, multi-coloured camper vans, a hungry dog, a man obviously not named after his sexual prowess and a dodgy butler.



**RAYMAN 3: HOODLUM HAVOC**

**ETA SEPTEMBER:** The man with no joints returns in a game that looks twice as luscious as before. How many PS2 platformers is that now?



**RIDING SPIRITS**

**ETA AUGUST:** An impressively detailed bike sim with a ton of desirable bikes from the last 20 years or so. Tricky, realistic handling is the story here.





DO I KNOW YOU Play the main game as Snake. At last.



NO HIGHLIGHT Excuse me, I appear to have lost my house's shading. Have you seen it?

So while this version does nothing to remedy the excessive exposition of the base game, it does add more action, more substance. And players neither have to complete the main feature nor disc swap in order to access the new missions, as it's all provided on a single disc.

#### GIVE ME MORE!

While this new double sided DVD undoubtedly represents incredible value for those yet to experience *Metal Gear Solid 2: Sons of Liberty*, we can't help but assume those millions who already own it will feel aggrieved. Kojima says this is the real way *MGS2* should be, its real substance. So why did he and Konami sell us the other one? Why should we shell out for game



NO WAY, DUDE There's no Snakeboarding here – Kojima's video misled us all.

again because it wasn't finished before? Why can't the stand-alone extras be released on a separate disc at a lower price? We fear the answers are all too obvious.

#### WE'LL ALL STILL BUY IT, THOUGH

Nevertheless, *Metal Gear Solid 2: Substance* cannot fail to provide a sensational experience, if not a sensational bargain. No firm release date has yet been set, but the game is due to release for Microsoft's beleaguered Xbox first, in November. Don't feel bad – a couple of months head start is all they have left of what was supposed to be an Xbox-only version. It'll be coming home to PS2 shortly after, and we'd be surprised if it missed the lucrative pre-Christmas market.

## OOH, YOU LIARS

SNAKE DOESN'T SKATE IN SUBSTANCE. HE DOES IN THIS.

#### DUDES

SNAKE IS JUST A HIDDEN CHARACTER IN THIS new pretender to Hawk's crown. *Evolution Skateboarding* boasts eight pro skaters including the totally famous Danny Way, Arto Saari and brilliantly-named Stevie Williams. 70 tricks and editors for parks and tricks boost the eight standard arenas – apparently three times larger now – leaving plenty of scope for hidden areas. Unusually, the game features boss battles against the likes of giant spiders and runaway trucks, which should add appeal, something we doubt the 12-song, shouty US punk soundtrack will do. Still, it's the law. *Evolution Skateboarding* is due in October.



TOTALLY STUPID Don't try this at home. This decoration.



GOOFY TWAT The trick, that is. Probably.



MIND THE RUG 95 percent of homes happen by accident.



THE SCORPION KING

ETA OCTOBER: The Rock gets his own film and now his own game where he gets to fight his way through 12 locations to become a fabled assassin.



SHAUN MURRAY'S PRO WAKEBOARDER

ETA DECEMBER: More extremeness, the difference here is that you're tugged along by a boat. Who gets to pilot the boat is what we want to know?



SILENT SCOPE 3

ETA NOVEMBER: Once again we beg the developers "please invent some sort of gun scope so that we can really enjoy a true sniping experience."



THE SIMPSONS SKATEBOARDING

ETA AUGUST: *Road Rage* copied *Crazy Taxi* but wasn't as good. Maybe this one will get the Tony Hawk thing with added Bart and Homer comedy.



SOCCER SLAM

ETA SEPTEMBER: SEGA's entrant into the footy arena takes a different approach with comically stereotyped characters and over the top action.



# INCOMING!

GAMES CURRENTLY WINGING THEIR WAY TO PS2

TITLE	PUBLISHER	TYPE
<b>SEPTEMBER</b>		
Aggressive Inline	Acclaim	Sports
All Star Baseball 2003	Acclaim	Sports
Ape Escape 2	Sony	Platformer
Barbarian	Titus	Fighting
Battle Engine Aquila	Ozisoft	Action Strategy
Blade 2	Activision	Action Adventure
Colin McRae Rally 3	Ozisoft	Racing
Dino Stalker	THQ	Shooter
Donald Duck	Ubisoft	Action
Ferrari 355 Challenge	Sony	Racing
Formula One 2003	Sony	Racing
H2Overdrive	Ubisoft	Action
Hitman 2	Ozisoft	Action Adventure
Jimmy Neutron: Boy Genius	THQ	Action
Kelly Slater's Pro Surfer	Activision	Sports
Largo Winch	Ubisoft	Adventure
Lethal Skies	THQ	Flight Combat
Madden 2003	Electronic Arts	Sports
MX Superfly	THQ	Sports
NHL 2003	Electronic Arts	Sports
Project Zero	Take 2	Survival Horror
Riding Spirits	Acclaim	Racing
Shox	Electronic Arts	Racing
Simpsons Skateboarding	Electronic Arts	Sports
Space Channel 5 Pt 2	Sony	Rhythm Action
Street Hoops	Activision	Sports
Stuntman	Ozisoft	Racing
Tekken 4	Sony	Fighting
The Sum of All Fears	Ubisoft	Action
The Thing	Vivendi	Survival Horror
This Is Soccer 2003	Sony	Sports
Timesplitters 2	Ozisoft	Shooter
Tom & Jerry	Ubisoft	Action
Turok Evolution	Acclaim	Shooter
UFC Throwdown	Ubisoft	Sports
Villeneuve Racing	Ubisoft	Racing
<b>OCTOBER</b>		
Chessmaster 9000	Ubisoft	Strategy
Conflict: Desert Storm	Ozisoft	Action Strategy
FIFA 2003	Electronic Arts	Sports
Ghost Recon	Ubisoft	Action Strategy
Grand Theft Auto: Vice City	Take 2	Action Adventure
Myst 3: Exile	Ubisoft	Puzzle
NBA Live 2003	Electronic Arts	Sports
Ninja Assault	Sony	Shooter
Onimusha 2	THQ	Action Adventure
Ratchet & Clank	Sony	Platformer
Rocket Power: Beach Bandits	THQ	Action
Run Like Hell	Interplay	Survival Horror
Scorpion King	Vivendi	Action Adventure
Sage Soccer Slam	Ozisoft	Sports
Summoner 2	THQ	RPG
Tax Wanted	Ozisoft	Platformer
Terminator	Ozisoft	Shooter
The Getaway	Sony	Action Adventure
The Lost	TBA	Survival Horror
Total Immersion Racing	Vivendi	Racing
<b>NOVEMBER</b>		
007: Nightfire	Electronic Arts	Shooter
Lord of the Rings: The Two Towers	Electronic Arts	Action Adventure
Marvel vs Capcom 2	THQ	Fighting
Primal	Sony	Action Adventure
Red Faction 2	THQ	Shooter
RoboCop	Interplay	Shooter
Star Wars: Bounty Hunter	Electronic Arts	Action
Tomb Raider: Angel of Darkness	Ozisoft	Action Adventure
Tony Hawk's Pro Skater 4	Activision	Sports
World Rally Championship 2	Sony	Racing

## DIRECT HIT!

### PROJECT ZERO

Distributor: Take 2  
Type: Survival Horror



Not just your average Resident Evil clone, Project Zero (known as Fatal Frame overseas) pits a young girl against a haunted Japanese mansion full of undead spirits. The twist is she's armed only with a camera. Luckily the ghosts she encounters can be dispatched with said polaroid. And the scariest the resulting photograph, the better. Silent Hill-esque atmospherics complete the eerE picture.



## DIRECT HIT!

### THE THING

Distributor: Vivendi  
Type: Survival Horror



Based on the classic John Carpenter film of the same name (starring Kurt Russell and famous for the line "You've gotta be fucking kidding!" at the appearance of a spider with a man's head for a body), The Thing is another survival horror venture. Only this time the eponymous horror may well be one of your friends. Much paranoid anxiety ensues at an isolated Antarctic research facility.



**inform**

## The Official Australian Games Chart

Compiled by Inform in association with IEAA

W/E 7 July 2002

**TOP 20**

**Best Selling Full Price PlayStation2 Games (over \$50)**

1	▲	Grand Theft Auto 3	Adventure
2	▼	Medal Of Honor: Frontline	Action
3	▼	Spider-Man: The Movie	Adventure
4	◆	Vampire Night	Action
5	◆	Final Fantasy X	RPG
6	◆	Smash Court Tennis Pro T	Sports
7	◆	V-Rally 3	Racing
8	◆	Metal Gear Solid 2	Adventure
9	◆	FIFA 2002 World Cup	Sports
10	◆	Deus Ex	RPG
11	◆	Crash Band 5: Wrath/Cortex	Adventure
12	◆	Britney's Dance Beat	Dancing
13	◆	WWE Smackdown!	Sports
14	▲	Cricket 2002	Sports
15	◆	Tony Hawk's Pro Skater 3	Sports
16	◆	Max Payne	Action
17	◆	Bond 007 Agent Under Fire	Action
18	◆	Virtua Fighter 4	Action
19	▼	F1 2002	Racing
20	▼	Tiger Woods PGA Tour 2002	Sports

★ New Entry ◆ Non Mover ▲ Up from last week ▼ Down from last week

Charts can be viewed at  
**www.informbd.com.au** as part of



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# Otaku Alley

## WHAT'S HAPPENING IN JAPAN?

Welcome to the weirder side of PlayStation gaming. Otaku Alley is devoted to keeping you up to date on all the Japanese gaming goodness that's fit to print. Here you'll find news and previews on all the best games, soundtracks, figurines and other assorted goodies to come out of the great Land of the Rising Sun. If it's Japanese and PlayStation related, you'll find it here – and if you don't, drop us a line at [psw@next.com.au](mailto:psw@next.com.au) and tell us what we're missing out on.

/DANIEL STAINES

## Boku no Natuyasumi 2

- GENRE: Vacation Simulator
- PUBLISHER: Sony
- CHANCE OF LOCAL RELEASE: 5%

Sequel to the moderately successful PlayStation original, *Boku no Natuyasumi 2* (*My Summer Vacation 2*) is a vacation simulator set in 1970s Japan. Players take on the role of a young boy who must amuse himself while vacationing at his aunt's house.

The game essentially revolves around planning and playing out your character's vacation activities while forming relationships with other

holidaymakers you meet while doing so. The number of leisure activities that can be pursued are numerous and include, among other things, fishing, swimming, bug catching and sumo wrestling. We're not sure if last one includes a special noodle-eating training mode, but we certainly hope it does. This particular genre of game is a tad esoteric even for the Japanese, so don't hold your breath waiting for a local release.



## Metropolismania

- GENRE: City-Sim
- PUBLISHER: Natsume
- CHANCE OF LOCAL RELEASE: 100%

Natsume's *Metropolismania* is an intriguing combination of traditional city-sim mechanics and Japanese RPG gameplay. Success in the game relies on establishing and maintaining an efficient city infrastructure while keeping your approval rating in high standing. In order to accomplish this, players must befriend citizens in each of their respective towns by talking to each one and meeting their needs. This can mean anything from building a certain structure to conducting an intelligent conversation with them for an extended period of time. Often they'll even ask you riddles or demand the solution to a puzzle before they get on side. This is quite cool, because it introduces a certain level of role-playing into the city building experience. Truly original games like this rarely come our way, so we're pleased to hear Ubisoft has picked up the rights to release it here.







## Zettai Zetsumei Toshi

- GENRE: Survival Horror Fashion Show
- PUBLISHER: Irem
- CHANCE OF LOCAL RELEASE: 25%

According to our somewhat shaky translation, Zettai Zetsumei Toshi means 'Absolute Death City'. However, we wouldn't be surprised if it actually turned out to be 'Earthquake Umbrella

Thief Super Fashion Treat' or something similar because this game is just totally bizarre. See, it's meant to be a survival horror yet it completely lacks anything that would identify it as such. Instead of zombies and guns, there is an earthquake stricken city filled with buildings just itching to collapse on your head, a large array of fashion accessories and umbrellas that are

repeatedly stolen right out of your hands by diminutive Japanese women. This theft is just one of the many inexplicable things that happen in the game, which is why we're praying for an English version to appear. Weirdness like this is too good to pass up.

## Xenosaga: Der Wille Zur Macht



- GENRE: RPG
- PUBLISHER: Namco
- CHANCE OF LOCAL RELEASE: 35%

Xenosaga is the long-awaited prequel to the controversial PS One RPG, Xenogears – a game almost banned in America because of its supposed anti-Christian content. Given that the subtitle for this game is taken straight out of the philosophy of famed anti-moralist Friedrich Nietzsche, it shouldn't come as a surprise that it is yet to be released outside of Nippon shores. Which is a shame because Xenogears was a fabulous game and Xenosaga looks to have improved on it in several significant areas. The game plays very much like Final Fantasy (the original was developed by Square, after all) and is well worth checking out if you've played the original or are a fan of Square games generally. Chances of a local release, sadly, look dim.

### New SaGa Game on the Way

How many of you out there remember a regrettable PS One RPG made by Square called Frontier SaGa 2? It was released here in 2000 instead of quality titles like Chrono Cross and Xenogears. If you don't, that's a good thing because it means memories of that title won't bias you against the soon-to-be-released next instalment in the SaGa series, Unlimited SaGa. Due for a Christmas release in Japan, Unlimited SaGa looks like it's going to make up for the paucity of its predecessors by introducing, among other things, a new and exciting combat system that is wholly unprecedented in any previous Square games. Basically, instead of individual commands players will be given a set number of commands that can be used all one on character or on the entire group. It certainly sounds interesting and we'll definitely let you know if a local release is imminent.

### Final Fantasy XI: Limited OSV Box Set Released

Now this is totally swank: in commemoration of the release of FF XI in Japan, Square have released a limited edition FF XI soundtrack box-set. The set, which comes in a large container masterfully decorated with Amano artwork, features the soundtrack, a picture book and a special DVD containing information on the making of the game and other assorted fanboy goodies. At the time of writing, the set was in high demand and limited supply so hurry up if you want one!

### New PS2 Colours for Japan

Our lucky Japanese cousins have once again got the goods with news that Sony has released a limited edition 'Ocean Blue' version of the PlayStation 2 unit. The unit, which is coated in spiffy see-through blue plastic, is to retail for approximately AU\$460 with a 'Zen Black' version to be released shortly after. Damn it, why don't we ever get cool stuff like this?



# ROBOCOP

SOMEWHERE THERE IS A CRIME HAPPENING







# ROBOCOP

THERE'S A NEW GUY IN TOWN. HIS NAME IS ROBOCOP.



TYPE	SHOOTER
DISTRIBUTOR	INTERPLAY
GAME GLANCE	

- / Auto-targeting smart gun mode
- / All-weapon zoom function
- / Robocop story newsflashes
- / Adaptive difficulty level
- / Thermographic and infrared vision modes

## PSW PROPHECY

### BEST BECAUSE

- ▲ Sticks close to the feel of the first two movies
- ▲ Impressive visual effects

### WORST BECAUSE

- ▼ Doesn't draw on the history or villains from the movies
- ▼ Limited friendly character interaction

Once Alex Murphy was transformed into RoboCop he stopped being a lawman and became a walking tank. Although he was state-of-the-art it still meant heavy, hydraulic steps and a slow but unstoppable march. Since the fattest cop could out run him, armour and pinpoint accuracy became his trademarks.

I know what you're thinking: great character to base a first-person shooter on, Titus! Where's the run and gun? If you have Murphy's computer-controlled targeting where's the skill? If not, how's that Robocop?

Titus has called on the cunning of an OCP executive and come up with some interesting solutions which make *Robocop* something a little different. For one, there isn't running and gunning, there is walking and walloping. Robo crunches through levels at his hydraulic pace with the emphasis moved from strafing and dodging to choosing targets, accuracy and heavy firepower.

This doesn't mean the pace of the action is pedestrian. Murphy can whip his head around and there will be plenty of punks to blast as you clunk along — just like in the movies. Also, just like in the movies you will be able to call on your computer-controlled smart link when things get a little too hairy.





"ACQUIRE TARGET LOCK AND LET YOUR SUBSYSTEMS GO NUTS. THEY WILL AUTO TARGET AND FIRE ON ANY LOCKED TARGETS UNTIL THEY ARE DEAD."



## PART MAN, PART MACHINE, ALL COP

### ROBOCOP 1, 1987

The first movie followed the tale of a dedicate cop who loses his life and involuntarily becomes the subject of OCP's Robocop experiments. The action movie is well violent but picked up cultish status for its laser-targeted satire of corporate politics, black humour and Murphy's coming to grips with the continual clunking he makes as he walks.



### ROBOCOP 2, 1990

Second movie and there's a new drug on the streets. Robo is too independent so he is set-up and re-programmed. Then he has to fight his replacement & a creature controlled by his drug addiction by evil corp OCP. Same satire, black humour, violence and man/machine issues.



### ROBOCOP 3, 1993

Unmitigated pap.  
Ninjas.  
New lead actor.  
Make the bad movie go away.  
Please!



### "STATE-OF-THE-ART BANG, BANG."

Once Robo locates enemies you decide whether to target manually or acquire target lock and let your computer sub-systems go nuts. They will auto target and fire on any locked targets until they are dead.

We asked Titus Programmer Tomas Damchy why anyone would ever turn off such a handy auto-aim? He says that since there is localised damage a handy player will dispatch enemies much faster than the auto-targeting (which locks onto the torso and keeps firing until they fall). Beyond that, he explains, Murphy is more than just a killing machine. He's a law machine.

### "SERVE THE PUBLIC TRUST, PROTECT THE INNOCENT, UPHOLD THE LAW"

Once you have wounded a bad-guy enough they will surrender and Robocop goes into arrest mode. One touch of a button and they're in custody. You will want to capture as many of the human offenders as you can for a couple of reasons.

The first is the implementation of Robocop's Prime Directives to serve and protect. Robocop has a "Felony Bar" which rises as Robo wantonly kills crims and skyrockets if you tag a fellow cop or hostage. If the bar rises too high, the prime directives step in to shut down Robo's systems. First there's power drain and then the static-filled loss of vision. Completing missions and doing good deeds helps lower the felony bar and keeps Robocop out on the streets.

Other than the prime directives, there are also certain perps that you can't blast without failing the mission. These guys feature in the mission objectives so if you kill

As you bring in scumbags the central police files get updated with the information they spill. Part of the fun of the game will be tracking down



"TITUS HAS AIMED AT THE BLACK FEEL OF THE MOVIES AND EVEN LINKS MISSIONS WITH SATIRICAL TV AND NEWSFLASHES"



## HOW BAD ARE YOU?



In the RoboCop movies the nasty creeps always seem to come back for more. In places there seem to be an endless supply of cannon fodder. That's because Murphy is one mean hombre. The game is set to give players the same experience. The more arse you a whooping the more arses will be sent your way. Go through too many guys too fast and the game will generate more opponents at set points. Opponent AI will also get smarter from "charge the walking tank" to "you're nuts if you think I'm leaving this cover".

the powers at work behind the scenes and seeing exactly who is screwing Murphy and Detroit City in general.

### "YOUR MOVE CREEP!"

In the movies Murphy's investigations pretty much always lead back to Omni Consumer Products. This is always a problem since, technically, they own the cops (who have been privatised) as well as RoboCop.

Damchy promises an original storyline that is true to the movies in its political intrigue and amoral corporate money grubbing. Titus has aimed at the black feel from the movies and even links mission with satirical TV, complete with newsflashes, mirroring the format of the movies.

Remember those classic ads? "Don't let the hole in the ozone layer stop you going out in the glorious sun & try our new SPF 5000 tanning lotion. Warning: may cause cancer." That sort of thing.

Since the story is original don't expect to see Cain, Boddicker or lame-arse ninjas. The only bad guy they couldn't resist borrowing is the 24-hour-a-day cop, ED 209. Damchy says that taking on these walking weapons platforms is a highlight of the game, "and that they are one of the most achieved villains in the game", before adding that his French is better than his English.

We're guessing since Murphy dodges like a Mac truck, it'll take some precision shooting to bring them down. Hey, it worked in the movies. Besides ED, Murphy will square up against more than 50 different enemies including human ne'er-do-wells, cyborgs and robots. Damchy promises that some nasty surprises await Murphy on his investigations.

This cop work will take him through eight levels including downtown city blocks, corporate offices, warehouses, wrecking yards and even an offshore platform that has become a secret lab. Each level has a few zones and they look pretty big. The downtown, section, for example, is two large city blocks, chock with buildings. Unlike most shooters, there

isn't just one path; downtown is complete with main roads and back alleys perfect for taking bozos out from unexpected angles.

### "EXCUSE ME, I HAVE TO GO. SOMEWHERE THERE IS A CRIME HAPPENING."

The look of these levels is as dark as the story and Titus has put an awful lot of work into cinematic lighting, colourful visual effects and glorious explosions. This all serves to spice up the decayed cityscape they've nicked from the movies.

There's no doubt *RoboCop* looks authentic, but a good shooter - and a fair movie adaptation - will take more than that. Will they be able to balance the clunking walking pace with exciting gun-slinging objectives? Will they capture the paranoid humour between the spray of bullets? If they can, *RoboCop* is going to come out all guns blazing.

/TIMOTHY C. BEST

### FIRST OPINIONS

### PSW

The lack of run and gun could put off some but it has all the latest gizmos you'd expect from a shooter: location damage, sniper modes, some destructible terrain, interesting new weapons and hot visual effects, especially in the explosion department. There is even a key to make RoboCop spin his gun on his finger, for those special moments after tough encounters. It looks like Titus knows what the fans want.



# "WHO NEEDS THE FORCE?"



**LASER FIRE** Jango Fett and a couple of freaks. Just stating the obvious.

ETA  
NOVEMBER  
2002



**HE CAME FROM THE SKIES** Coruscant looks fantastic.



**TATOOINE TERROR** Familiar locations feature throughout.

## STAR WARS BOUNTY HUNTER

A VERITABLE INTERGALACTIC ORGY – THREE STAR WARS GAMES!

TYPE ACTION/ADVENTURE

PUBLISHER LUCASARTS

GAME GLANCE

- 18 levels
- Voices from the cast of *Attack of the Clones*
- 6 different worlds
- John Williams' famous orchestral score

SEE IT ON DVD

- Jango doing the business from the skies and on land
- Familiar Star Wars locales
- Why people fear the Fetts

PSW PROPHECY

BEST BECAUSE

- ▲ You get to be a bounty hunter. Always fun.
- ▲ Elaborates further on the rather thin film plot.

WORST BECAUSE

- ▼ It's still very jerky at the moment, which frustrates.
- ▼ The animation isn't looking too impressive.

**AT LAST WE CAN FORGIVE MR**

Lucas for his *Phantom Menace* blip. Thanks to *Attack of the Clones*, *Star Wars* is cool once again (*Are you sure?* - Ed). And you can't get much cooler than the Fett clan. Collecting *Star Wars* miniature models as a kid, Vader, Han Solo and Boba Fett were always at the top of everyone's wish list. His menacing silence, the personal feud with Solo, and his appearance at the right hand of every criminal kingpin in the galaxy only added to Boba Fett's mystery and appeal. Now, with a dad who's responsible for both clone armies and the rise of

the Empire, the notoriety of Jango and Boba is second only to the abusers of the dark side. If you can't play as Vader or Solo, the Fetts are next in line. And the secret of their popularity? It's the job.

**BOUNTYLICIOUS**

Step into any job centre on Tatooine or Coruscant and the large crowd of eager young men won't be gathered around the vacancy board advertising for home movie extras. They'll be falling over each other to make their name as a bounty hunter. Since the days of John Wayne and the Lone Ranger, hunting down the scum of society with no

recourse for your methods or limit on the force employed has always held a unique appeal. Doing it with a rocket strapped to your back for when things get a little too heated is easily one of the tastiest roles the *Star Wars* universe has to offer.

Set between *Episodes I* and *II*, *Bounty Hunter* lets you loose on the criminals of the galaxy as the Bobfather, Jango Fett. Best of all, you've got no orders to bring 'em back alive. Dead or alive the bounty gets paid. And one of the largest bounties in the galaxy is on the head of a mysterious leader of a deadly cult. The only problem is you're going to have to traverse six different star systems,



**ACTUALLY TROPICAL WASTE** Jango has a numerous weapons to use.



**FLY BOY** Escape is always an option with a jetpack on your back.



**BAKING** Bet it's hot inside that Mandalorian suit now.



REY YEE GETS IT RIGHT IN ONE OF HIS THREE EYES.



YOU'LL HAVE A HELPFUL TARGETING SYSTEM TO AID YOUR HUNTING.



THIS DANK PLACE MUST BE THE DEPTHS OF CORUSCANT WHERE THE SCUM HANG OUT.

including Coruscant, Tatooine and an asteroid prison, to get to this elusive villain, and visiting these exotic locations isn't exactly a holiday.

Each stop on your journey is an inhospitable place where villains and thieves can hang out among their own and bounty hunters aren't perhaps the most popular guests. Just staying alive is going to be hard enough. Thankfully you'll have Jango's full arsenal at your disposal. His twin pistols can be used *Max Payne*-style to fight off aggressors and prise information out of loose-lipped locals. Flamethrowers, toxic darts and the ubiquitous sniper rifle will quickly pacify corrupt politicians and a selection of missiles and explosives can be employed to fashion a quick exit when things start to resemble a green, wide bottomed fruit.

As if having to battle your way through some of the galaxy's most inhospitable planets wasn't tough enough, you're also pitted against one of Jango Fett's rival bounty hunters. Montross is a brutal arch enemy from the past and he's just as desperate to get his hands on the bounty, making it a race against time to get your crosshair between the eyes of this cult leader first. As you progress, more of Jango's past will be revealed.

Cleverly, the plot interweaves with the two *Star Wars* films revealing more information on certain events and neatly fitting into the grander galactic picture. Jango's role in the creation of the Clone army and the reason why he was selected to aid Dooku and Sidius are just two of the areas that are elaborated on in *Bounty Hunter*.

#### JANGOISM

In a similar fashion to the *Tomb Raider* games and *Metal Gear Solid*, the action is viewed from a third-person perspective. And just like Solid Snake, Jango has technology on his side to aid his

criminal pursuits. A scanner keeps tabs on the movement of anyone in the local vicinity and wrist-mounted lasers can be used to burn through locks and gain access to guarded areas.

No *Star Wars* game would be complete without John Williams' stirring score. Echoing the in-game action it's enough to make any budding Jedi go weak at the knees. Skywalker Sound is also providing the numerous sound effects, while the real Jango Fett, Temuera Morrison, has recorded the voice of the character to make the whole experience as authentically cinematic as possible.

MIKEY FOLEY



THE THIRD-PERSON VIEW ENSURES A REAL STAR WARS FEEL.

#### FIRST OPINIONS

PSW

Things are looking up in the *Star Wars* universe. The films are back on track, the games are no longer synonymous with utter cackness, and at long last we get to play as the most infamous bounty hunter of the lot. Boba Fett has always been an intriguing figure and now we get to infiltrate this deadly mercenary world through the eyes of his father Jango. This is the game to prove that the Jedi aren't the be all and end all of this universe.



# STAR WARS: CLONE WARS

IT'S A LUCASARTS FRENZY ON PS2. HERE COMES A LOT OF WAR.

## THE SECOND OF THE THREE STAR

Wars games unveiled at E3 was *Clone Wars*. It's a difficult one to describe. Think back to the Hoth battle at the beginning of *The Empire Strikes Back*. Now imagine being in one of the Snowspeeders battling against all odds to stop the advancing AT-ATs, in a similar fashion to the planet-based sections of *Starfighter*. Now imagine being able to swap your Snowspeeder for an AT-AT and direct the fight from within one of those robotic canines with limited control over your troops. That's the premise of *Clone Wars*.

Dumped in the middle of the greatest period of turmoil in the history of the Republic, you've got to undertake a series of missions from the air and on land with the limited ability to command things on the fly. For want of a better term it's a vehicle combat game with limited strategy elements. Think *Starfighter* without the space levels and with much more going on in the chaotic battlefields below. Do not think *Star Wars Demolition*. This isn't one of those lame arena battle games. Phew.

Although there will be a number of multiplayer games included. Duel is a straightforward death-match game where you've got to annihilate all of your opponents enabling you to be the last one remaining. King of the Hill is a capture the flag variation where you rack up points by holding a specific zone for as long as possible. However,



ANTI GRAPY 119 It looks like something out of Wipeout Fusion.

Conquest is the most intriguing, as two teams try to destroy each other's base in a unique blend of action and strategy. Turrets in the no-man's-land between the two bases can be captured and used to fire defensive lasers at any opposition forces.

You play the single-player game as either of the three Jedi: Anakin, Mace Windu or Obi Wan Kenobi, as they struggle to defeat Count Dooku's droid army. The 16 campaigns will span six different worlds including the Ice planet Rhen Var, Geonosis and the Wookiee planet Kashyyyk. It's up to you to thwart the confederacy from reassembling an ancient Sith weapon of destruction. The Death Star perhaps?



GRAB ANY BIT OF MACHINERY. IT'S A WAR OUT THERE.



YOU DECIDE: Giant mechanical spider or 007 style underwater lair?

# STAR WARS: GALAXIES

BECOME A JEDI WHEN SONY BUILD THE ONLINE DEATH STAR.

## STAR WARS GALAXIES WAS

initially announced as a PC only online world. Yes that's right, world. *Galaxies* isn't just a game. The entire

*Star Wars* universe will be there for you to explore: buy droids from Jawas, have a drink in Mos Eisley, leg it from a Rancor, mow sand people down in your speeder, adopt an Ewok. And now PS2 owners can join PC gamers in this little slice of *Star Wars* gaming heaven.

Players will be able to undertake daring quests that will help to upgrade your players' abilities in traditional RPG fashion, barter with fellow players for useful items, socialise at the local bars or just wander around this gorgeous world looking for a fight. The PC version will possibly be ready by the end of this year, so a 2003 PS2 version is looking likely now that Sony's online plans are finally

coming to fruition. With *SOCOM*, *Final Fantasy XI*, *EverQuest*, *TimeSplitters 2* and now *Star Wars Galaxies*, the online PS2 world is suddenly starting to look like a very crowded and very essential place to be.



DESSERTEING The street corner muggers of the Star Wars universe.



CRAPPAH 1117 Visit Jabba's palace. Watch out for the Rancor trap door.



**"FOR CHRIST'S  
SAKE, THE MATRIX IS  
THREE YEARS OLD!  
LET IT GO!"**



**DANTE'S PEAK** Roof cleaning is a surprising career change.



**PANORAMIC** Looks impressive when the camera stops spinning.

# DEVIL MAY CRY 2

DEVIL MAY CRY 2 BRAVELY LOOKS TO NEO FOR INSPIRATION. WELL, WELL, THAT'S ORIGINAL. PAT ON THE BACK FOR YOU.

GENRE	ACTION ADVENTURE
DISTRIBUTOR	THQ
GAME GLANCE	
<ul style="list-style-type: none"> <li>/ Two playable characters</li> <li>/ More focused missions</li> <li>/ Matrix-style effects</li> <li>/ No cropped screen</li> </ul>	

## THERE'S GOOD NEWS AND THERE'S

bad news. Seeing as we're eternal optimists – or at least pretend, with breathtaking cynicism, to be so – we'll start with the good news. One of the best games of last year is getting a sequel and it looks bigger and better and downright more slam-dunk explosive than ever. Woo-hoo, clap clap, small cheerleading routine. The bigger elements stem from the developer's decision to make the action itself, well... bigger, by removing it from the confined indoor spaces of the first game. Dante now gets the opportunity to head into the sprawling metropolis and fight among the skyscrapers. Lets hope he gets full run from the streets to the rooftops, rather than the disappointingly limited optical illusion of *Spider-Man's* city.

So the arenas he fights in are bigger, and that means his attacks are that much more explosive too. While he'll still depend mainly on combinations of guns and swords, all will be vastly upgraded with some entertainingly powerful replacements. These should fit nicely with the new story, as Dante is now considered older, wiser and more

able, so it's only right that he should be more effective. This new decisiveness will also be reflected in an overhauled mission structure, which Capcom remains vague about, but we understand to mean more explanatory, transitional cut-scenes and a more obviously linear storyline. However, it's not so linear it doesn't allow you to play as an entirely new character...

Capcom has shown brief glimpses of Dante's new soul mate, a mysterious red-headed woman. All it'll say so far is that she's absolutely not Trish, the girl from the first game. According to the Japanese developer, you'll be able to choose either her or Dante at the beginning of the story.

Naturally Dante gets more moves, including backflips and the ability to run along walls. It's a dead cert that the girl will also have her own tricks, which should add to the replayability.

But now, inexorably, for the bad news. We've already heavily hinted at it (actually we just told you point blank), but Dante now has moves 'inspired by' – for which you should read 'ripped off from' – *The Matrix*.

The bloody *Matrix*. Released in 1999 and blighting games ever since. We're sick of seeing

everything slow down and the camera spin around – *Freekstyle*, though entertaining, marked the official end of our patience with that. Even *Tiger Woods* did it, for God's sake! A ruddy golfing game with men in knitted jumpers! We admit that running along walls like Trinity might well be fun in the end, considering the sheer quality of the last game, but by Christ we'd like to see something more novel. Aren't there any new influences out there? So, developers! This is your final warning! No more *Matrix*. Please. Just let it go.

/STEVEN WILLIAMS

## FIRST OPINIONS

**PSW**

Considering the first game's brilliance, expectations for this are massively high. Only the terribly disappointing conversion to the PAL format put any sort of spanner in the works. That's unlikely to be *DMC2's* fate, as Capcom has finally realised the importance of 60hz conversions, and the game seems to be putting even more distance between itself and its zombie-killing kin. But can it wow us second time around? Only time will tell.



# "NOPE, NUTS NEED TO BE TIGHTER"

ETA  
OCTOBER  
2002



HOT STEEL Fire-wielding robots – up to no good as usual.



GET HIGH Clank becomes a helicopter, you go up and away.



SMELTY FUNNY Fire-wielding robots – they don't like it up 'em!

## RATCHET & CLANK

IT'S YOUR TYPICAL LOVE STORY – CAT MEETS ROBOT, CAT HELPS ROBOT SAVE WORLD, ROBOT TRANSFORMS INTO HELICOPTER, PAIR FLY OFF HAPPILY INTO SUNSET.

TYPE PLATFORM

PUBLISHER SONY

GAME GLANCE

/ Large cat thing with guns  
/ Small robot thing with plenty of gadgets  
/ Pretty enemies, pretty cities, pretty colours

SEE IT ON DVD

/ Spanner-assisted zip-lines  
/ Many nice clunky noises  
/ Awesome city views  
/ A robot. We all love robots

FSW PROPHECY

BEST BECAUSE

▲ You should see it. It's just so smooth!  
▲ We've always wanted to kill a man with a spanner.

WORST BECAUSE

▼ Is the world that desperate for another platformer?  
▼ Jak & Daxter have the whole cute thing sewn up

**DON'T BE ALARMED, IT'S JUST A**

3D platform game with a storyline copied straight from an eight-year-old's fantasy English essay. It

wouldn't get more than a Grade C+ – something about Belchworld, some people called Blargs, a big bad boss ironically called Big Bad Boss, a spaceship, a talking cat and his friendly robot pet. This is not tactical-espionage counter-terrorism with a subtext of loneliness and futility, it's hitting enemies with big sticks and making 'boing' noises.

And there have been significant developments in the world of aggressive sticks. *Ratchet & Clank*

makes a big deal of its bizarre arsenal of weaponry, with the big cat-thing and the small robot-thing coming equipped with over 35 (that'll be 36, then) guns 'n' gadgets to play with. First and foremost is Clank himself, as your little utilitarian robot chum may be folded out to create water thrusters, jetpacks and a mini helicopter to add plenty of new angles to the standard platform equation.

**FELINE LUCKY PUNK?**

Cat-thing Ratchet isn't quite so versatile, but what he lacks in transformational abilities he makes up for by having two hands to hold guns with. There's

a bomb glove, a bolt blaster, a 'morpharay' (function unknown) and a devastator which is more than likely the last – and therefore most powerful – weapon you discover. There's also something called a 'suck canon' – no doubt there are arguments about who gets to take that home for personal use at the weekends.

The weapons aren't just variations on simple blasting guns. They're all different, each having a specific form and function to give you many new play options. There are hoverboards, helicopter packs and magnetic boots, complemented by more curious devices such as the Hydro Displacer used for throwing water about and the Slingshot that'll drag you across large gaps to previously inaccessible areas. You have to buy the weapons as you battle onwards, with a substantial amount of cash-collecting throughout the levels necessary to buy the big ones. Or... why not stick with the cheaper, less powerful stuff and make the game slightly tougher on yourself?

You play as Ratchet most of the time, occasionally switching to his robo-pal Clank for the odd mini-mission. You're battling robot armies so there's no need to protect the children from violence, any deaths here are simply of the deactivating type rather than the bloody, messy



WHEN CATS AND ROBOTS COLLIDE Oof! That's gotta clank.



MILES AND MILES The game's not shy about showing the distance.





**RIPPIN' KITTEN** Walking cats – the natural predator of robot wasps.



**BEST SPIRES** Look at that city background – it deserves an award.

kind. It's from the people that bought you *Spyro the Dragon*, so also expect lots of cool character moments and happy friendly robots.

#### CRANK UP THE COLOUR

The game continues *Spyro's* love of pastel shades, with gentle shades illustrating the game's ocean planets, alien cities and floating space stations, giving the whole adventure a superbly shiny and vibrant look. We are also extremely impressed by its smoothness. You never see anything judder even at this early stage of development, and the worlds stretch for many game-miles off into the distance, resulting in an attractive, colourful game that manages to make us miserable old people smile and come out with glowing compliments like "that's nice," and "it's not bad, is it?" and even the ultimate of "it's a bit better than I thought".

The huge alien city is gorgeous. Pink and violet skyscrapers line the distant horizon, birds and vehicles whizz about constantly, and never does the game blush and need to mask its edges with the fading grey fog that is the destroyer of so many game atmospheres. It's colourful, smooth and pretty – hopefully underneath it will be as loveable and interesting to play as it is to look at.

/ GARY CUTLACK



**ZIP, LINE AND SLIDER** Hooking a spanner over rails is a quick way to get to distant (and lower) areas.



**MY, WHAT BIG (AND GREEN) EYES YOU HAVE** Yeah, but everything's the same colour when melted down.

#### FIRST OPINIONS

**PSW**

We're usually bored by 3D platform games. You run around for a bit, perform some difficult and awkward jumping tests, find some kind of key, then run around in a figure-of-eight formation while battling the end of level boss. Hopefully *Ratchet & Clank* will contain as many new gameplay ideas as it does pretty little touches. It certainly seems like it will at the moment, with a cool selection of weaponry giving play a refreshingly different feel. Looks nice, plays nice – how can it possibly fail?

## ARE YOU A VIDEO GAME SIDEKICK?

ARE YOU A BIG-TIME RATCHET OR JAK, OR JUST A MENIAL CLANK OR DAXTER?



### TAKE THE SIDEKICK TEST:

Do you have a wisecracking style?	<input type="checkbox"/> YES <input type="checkbox"/> NO
Are you occasionally controllable, but only in bonus games?	<input type="checkbox"/> YES <input type="checkbox"/> NO
Is your primary function to issue advice on how to activate items?	<input type="checkbox"/> YES <input type="checkbox"/> NO
Do you also double as a shop?	<input type="checkbox"/> YES <input type="checkbox"/> NO
Could your job be done just as well by a wheelbarrow and guidebook?	<input type="checkbox"/> YES <input type="checkbox"/> NO
Do you accidentally get into hilarious scrapes and need to be rescued all the time?	<input type="checkbox"/> YES <input type="checkbox"/> NO
Is your voice unusually high-pitched?	<input type="checkbox"/> YES <input type="checkbox"/> NO
Does your name always come second and is it printed slightly smaller on the logo?	<input type="checkbox"/> YES <input type="checkbox"/> NO
Would you be played by Rick Moranis in a live-action film?	<input type="checkbox"/> YES <input type="checkbox"/> NO
Do girls like you "but only as a pet"?	<input type="checkbox"/> YES <input type="checkbox"/> NO

### HOW DID YOU ANSWER?

/ **MOSTLY NO:** Congratulations! You're a lead character not a sidekick, destined for fame in a series of sequels, an animated cartoon, Burger King promotional items and subject to consistent – but ultimately unfounded – rumours of a big budget live-action Hollywood movie.

/ **MOSTLY YES:** You are a sidekick, destined for obscurity and consistently rumoured to be replaced by a large-chested woman in the sequel. Your solo project (a puzzle game spin-off) will flop, fans on the Internet will criticise your attempts at humour and possibly launch a petition to have you removed from subsequent games. You'll die before your time, alone, a frustrated and bitter man/robot/gargoyle.



# "MAN, SKATEBOARD AND NU-METAL IN PERFECT HARMONY"



ETA  
NOVEMBER  
2002



## TONY HAWK'S PRO SKATER 4

EVERY YEAR FOR THE REST OF YOUR LIFE THERE WILL BE A NEW TONY HAWK GAME TO BUY. THIS IS HOW YOU WILL SPEND CHRISTMAS 2002.



TYPE	SKATEBOARDING
PUBLISHER	ACTIVISION
GAME GLANCE	
/ The return of Bob Burnquist / Now with elephants / New amateur-to-pro career game adds even more	

PSW PROPHECY

BEST BECAUSE

▲ Just because, OK? How can it possibly fail?

▲ No, really, it's bound to be awesome, right?

WORST BECAUSE

▼ Look, it's going to be brilliant and we're bound to give it 9/10. Let's not try to pick holes in it here.

**IT'S EASIER TO PHOTOGRAPH A** yeti swimming in a lake full of stone blood than it is to get information out of Activision, but information out of Activision we have got. We're organising a whip-round for the family of PSW staff member Mikey Foley, who sadly lost a leg in the struggle to liberate the press release from Activision's maximum security offices. That was, of course, a lie. In reality *Tony Hawk 4* was revealed at the



recent E3 show. We were there. We played it, we watched other people play it, we even interviewed Tony Hawk himself and made detailed notes in a notepad taken specifically for such eventualities. That is how we found out these facts.

### THE LONG RAMP TO SUCCESS

Fact number one: *Tony Hawk's Pro Skater 4* comes with an all-new single-player angle. Last time you were activating events and taking on challenges, this time you're starting out as an amateur with the ambition of moving through the ranks and becoming a pro. Designed to more realistically portray the struggles of a jobbing 'boarder, *Tony 4*'s 'non-linear' career mode is based around learning tricks, challenging established pros to beat their performances, entering competitions and taking on challenges at will. To aid this (fact number two) there is no time limit in each level – just skate and do challenges when you fancy it.

Fact number three: *Tony Hawk's Pro Skater 4* updates *Tony 3*'s evolving levels by giving you loads more control over the cities and parks you

skate within. Fancy a change? Remove the benches and corner pipes to completely change the dynamics of any particular zone. Winning certain challenges activates new trick areas, evolving the levels as you improve. This leads us to fact four: *Tony 4*'s skatepark editor has been massively enhanced to include the placing of objectives within them (set score challenges, hide tapes and so on), an idea they possibly got from reading about the one in *TimeSplitters 2* (bonus







**BOB BURNQUIST** He's back. Did you miss him? We didn't. Not at all.

## THE NEW THINGS IN TONY HAWK 4

NOTHING MAJOR, BUT AT LEAST THEY'VE TRIED.



**WILDLIFE** Win the approval of seals in the zoo. If they like you they'll throw you a fish.



**TRICKING ON MOVING THINGS** You guessed it – the game has an "enhanced physics engine".



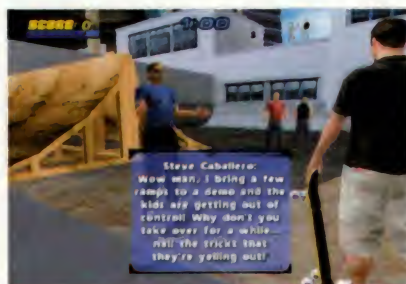
**VERY BIZARRE CHALLENGES** Tennis? An extreme sport? That's just wrong.



**NO TIME LIMIT LOOK!** No countdown! Amuse yourself infinitely, do challenges as you wish.



**MEN WILL BE BOYS** Careful, that roof looks a little flimsy.



**THE MISSION BIT** "No, Steve, why don't YOU do it?"



**FLIPPING HEAVEN** Brush up on those ground tricks. There are more tricks. There is more ground.



**PAT AND THE POG** Mr Hawk illustrates the only genuinely exciting use for a tennis court.



**UNDERCOVER ELEPHANT** The elephant is crying. He knows he will never skateboard. Soon he will die.

TS2 fact for you there). Parks may then be saved to a memory card and exchanged with a pal, allowing everyone to shape *Tony 4* in their own special way. We shall be using the rounded corner sections to make a park shaped like a firm pair of buttocks – look out for that in a forthcoming issue.

### NEWS JUST IN: ERIC KOSTON INCLUDED

Facts five to 17 (each skater name is counted as an individual fact): here are the skaters set to feature in *Tony Hawk's Pro Skater 4*. Bob Burnquist, Elissa Steamer, Jamie Thomas, Rodney Mullen, Eric Koston, Steve Caballero, Andrew Reynolds, Rune Glifberg, Geoff Rowley, Bam Margera, Kareem Campbell, Bucky Lasek and, as the title would seem to subtly hint at, Tony Hawk.

Fact 18: The levels are even crazier than *Tony 3*'s comedy cruise ship. One new environ has you skating atop a moving selection of carnival floats (fact 19), while an all-new and all-bizarre zoo comes complete with voyeuristic elephants watching you [bonus mammal fact: elephants can run at up to 25mph if angered or frightened].

*Tony Hawk's Pro Skater 4* fact 20: Like the really rather surprisingly good actually *Aggressive Inline* (PSW#2 9/10), *Tony 4* will come with a special levelling button designed to save face when spilling out of the side of a half-pipe. Press R2 to make your skater defy the laws of physics and twist his body mid-crash, landing you on your wheels instead of your head. Bad physics (hey kids, don't try this at home...), but good gameplay science we say.



**ZOOROPA** Proof that hippos and men can live in harmony.

Apart from that, little else seems to have changed. We could criticise it for being unoriginal, but that would be the act of the terminally stupid, the mentally unwell or the unimaginative writer desperately trying to fill out the 'minus points' part of an article. We foresee no minus points at this stage. You'll be buying it, everyone will be buying it... with the possible exception of Tony Hawk himself who will probably get sent a copy for free. / GARY CUTLACK

### FIRST OPINIONS

### PSW

Anyone who doesn't own *Tony Hawk 3* deserves to be pulled from their car at night by masked strangers and beaten with shovels until they know better. That was great, this is 99 percent certain to be great too. There will be minor changes, tweaked moves and newer levels, but will it be different enough? Will the soundtrack consist entirely of Linkin Park? Does it matter? Will we all just buy it anyway? Yes, yes we probably shall.



# "IF ONLY THERE WAS A GAME WITH RACCOONS"



**BARRIL OF LAUNDRY** Stealth is key. Barrels are low key.



**RY HOOK OR BY CROOK** All raccoons are armed in real life.



**COINING IT IN** Breaking objects reveals cash.

## SLY COOPER AND THE THEVIUS RACCOONUS

IF HE'S SO SLY, HOW COME WE'VE GOT SO MANY PICTURES OF HIM? WE'LL GIVE HIM SLY.

TYPE	SONY
PUBLISHER	PLATFORM
GAME GLANCE	
/ Cel-shaded raccoons	
/ But starring a raccoon...	
/ Stealth elements	
/ Things to jump on	
SEE IT ON DVD	
/ Usual platform action	
/ But starring a raccoon...	
/ Unusual graphic style	
/ As good as Jak & Daxter?	

### TYPICAL, ISN'T IT? YOU WAIT AGES

for a good platform game and then three come along at once. Like buses. And curiously, they're all from Sony.

Not buses. The sumptuous *Jak and Daxter* started it, *Ratchet and Clank* look strongly like continuing it and now, hallelujah, there's this. What differentiates it from the others is its use of cel-shading, the technique of colouring 3D objects to make them appear as 2D, comic book-style. It's also known as 'drawing a big thick black line around everything'.

You won't be surprised to hear that much of the game involves leaping around collecting coins. There's even money lurking in the many breakable objects in the environment, so it pays to vandalise absolutely everything. Vandalism in games? You might want to claim your latest attempt to break into the school, and the incident where you urinated in the staff room coffee machine, were mere copycat acts.

Blaming videogames in the press will easily deflect attention from your life of loveless beatings, coruscating penury and social ghettoisation. Really. They'll lap it up, the idiots. Try it.

### RACCOON ROBBERS

Of course, it's not just leaping around testing your ability to land on tiny platforms. At various points players need to exercise a little stealth and thought, while at others full-on fighting is the order of the day. The emphasis is on cunning and non-

confrontation, however, which is fair enough seeing as Sly is supposed to be a sneaky thief. Nevertheless, stealth is becoming the second most overused word in gaming (you already know that *Matrix* is the first one), so it's a relief to find that maniacal mauling matches are a viable option. The game rewards crafty risk-taking, however, so at least you've got an incentive to consider a more thoughtful approach.

You can also use various vehicles – Sly Cooper's own van looks oddly like the Scooby Doo gang's Mystery Machine – to achieve your nefarious ends. And what might these ends be? It's a strongly story-based game, so we might as well go into it here. Are you sitting comfortably? Then we'll begin. On Sly's eighth birthday he's given the oh-so hilariously named Thievius Raccoonus, a family heirloom containing all the secrets of super-successful robbery. You can blame this game when



**RACCOONS** Like foxes, but sort of not. Has that helped?

### PSW PROPHECY

#### BEST BECAUSE

▲ It's sneakier than the usual platformer  
▲ It's not called Sly and Someone Else

#### WORST BECAUSE

▼ Who cares about Raccoons? They just steal food.  
▼ Could be a little too orthodox for many gamers.





CLIMBING AS A RACCOON There are three levels of challenge within the game. This is easy.



PANDA TO ITS NEEDS What else would you expect to find in a wooden chest? Eh?



CATAPULT Or should that be 'raccoon-apult'? And is that a lobster in the hat?

## AH, WE MEET AGAIN. ONCE MORE. AGAIN.

### CLICHES – WE JUST CAN'T GET ENOUGH OF THEM! IRONY!

**THERE ARE CERTAIN CONVENTIONS THAT SHOULD STOP. HOW ABOUT SOMETHING UNCONVENTIONAL INSTEAD?** AS MANAGEMENT GOONS MIGHT SAY, IT'S TIME TO THINK 'OUTSIDE THE BOX'.

**ICE LEVELS:** Bored of these now. Consider *Maximo's* effort the pinnacle and move on.  
**INSTEAD?** Levels made entirely of tin foil, and you play a horseshoe magnet.

**CEL-SHADING:** Rapidly becoming the Next Annoyingly Big Thing – *D.N.A.*, *Superman*, *Batman*, *Auto Modellista*, *Fur Fighters*... No!  
**INSTEAD?** Expressionist splatter graphics.

**COIN COLLECTING:** Old Next!  
**INSTEAD?** Pieces of twine. When you've got enough, you make a noose and hang yourself.

**COMEDY PLATFORMING ANIMALS:** No!  
**INSTEAD?** A platforming heavy goods vehicle that absolutely doesn't have an 'attitude'.

**STEALTH:** Is your name Snake? No? Then leave it!  
**INSTEAD?** Infiltrate bases dressed as a one man band while suffering from whooping cough.

**THE MATRIX:** Do that thing with the camera one more time and we'll kill you.  
**INSTEAD?** Rip off scenes from *The Piano*? But not the one with Harvey Keitel in the buff.

you steal that BMW and drive it into a tree, by the way. They'll lap it up. His family are the world's greatest jewel thieves, it seems, and that's hardly surprising – have you ever seen a crim mugshot of a raccoon? They're never even questioned as suspects. Unfortunately – and with stellar irony – a band of robbers break into the family home the very night of Sly's birthday and steal the book. Sly sees the five thieves breaking up the *Thievius Raccoonus* before evaporating into the darkness, each carrying a piece.

### REVENGE: A DISH BEST SERVED IN TRASHCANS

But now it's ten years later and our raccoon has finally got it together to do something about it. Sly, his gadget-making friend Bentley (who dispenses advice at set intervals from afar) and Murray (at this point described only as 'big' and 'eager') head out to reclaim the scattered portions. That's why you're a raccoon with an odd scythe thing. No really.

Each area has three tiers of objectives, the mandatory primary ones, the enticing secondary

chores and then the rest, which are frankly absurd. Naturally not every useful item is immediately obvious, and it repays the gamer to invest some time in exploration. Sly even has a pair of binoculars to aid him, so blame this when you get branded a voyeur for spying on that girl through her bedroom window. The whole thing's around 40 percent complete so far, and we certainly hope that the later levels are a little brighter and more alluring. While the images are smooth and stylistically unimpeachable, we can't help finding the muted colours a little unappealing – or maybe exposure to *Jak and Daxter* and *Ratchet and Clank* has messed with our contrast adjustment. And while we're on the subject, with any luck Bentley's overstated and badly drawn out interruptions will become less intrusive as the game progresses, too. Or at least become skippable. But let's not end on a negative note, because this is smooth and very promising indeed. No, let's end on a positive note. A word of encouragement. Ummm... happy.

/STEVEN WILLIAMS



HE'S IN THE MIDDLE Camouflage is essential for stealth raccoons.

### FIRST OPINIONS

PSW

The cel-shaded graphics are certainly impressive – more so in motion, it has to be said. A slightly more cerebral approach to the gameplay is welcome too, with the need for brains promising a greater level of intrigue. But beyond the shiny exterior and worthy promises, will there be enough to truly differentiate it from the rest? Whether it can achieve the sensational appeal of *J&D* and (it would seem) *R&C* remains to be seen.



# PREVIEW UPDATE

THEY'RE *THIS* CLOSE TO RELEASE, BUT THEY'RE STILL NOT FINISHED. HERE'S A QUICK UPDATE...

## COLIN MCRAE RALLY 3 VIBRATING WITH PLEASURE, IT'S SURELY WHAT RUMBLING JOYPADS WERE MADE FOR?

**THERE ARE TWO TYPES OF DRIVING GAME:** the ones where you learn each course more intimately than the creases in Kylie's hot-pants, and the ones where you never know what's coming next as you drive by the seat of your own very tightly clenched undergarments. We've had plenty of examples from the first category, but

disappointingly, very few from the latter. Part of the reason for this is the spectre of Mr McRae casting a shadow over every mud-churning racer.

*V-Rally* was good, highly commendable even, as was *GT3's* offroad offering in its own way, but when you've tasted a 1969 Chateau Lafite-Rothschild, Blue Nun just doesn't tickle the tastebuds anymore. After the gravel-spraying brilliance of *Colin McRae Rally* and its sequel, it would seem that only the dirt god himself can finally give us the confidence to throw a million dollar car into a blind bend at 200kph with your co-driver

telling you not to cut the corner because of the ten ton rock lying in wait.

And when he does arrive it won't just be in his familiar Ford Focus. Codemasters has now confirmed that you can also choose to undertake your career in one of a number of current and legendary motors, including the Mitsubishi Lancer EVO 7, Subaru Impreza WRX 44S, Citroen Xsara Kit Car, Ford Puma Rally, Citroen Saxo Kit Car, Fiat Punto Super 1600, MG ZR or the classic Ford RS200 or Lancia 037. Yep, that's a full career of shattered windscreens, mangled bumpers and talking like a dalek.

In a nod towards *Race Driver's* deeper story-based challenge, you're given an initial three year contract to prove you've got what it takes over rain-soaked Finnish gravel, sodden British mud, sun-baked Australian tarmac and lethal Swedish ice. Japan, USA, Finland, Greece and Spain also feature, but we couldn't think up another five different road surfaces.

■ **TYPE:** Driving  
■ **DISTRIBUTOR:** Ozisoft  
■ **LAST PREVIEW:** PSW #1  
■ **ETA:** September



## ONIMUSHA 2 FANS OF EXTREME SWORD VIOLENCE WILL SOON BE HAPPY.

**HOW LONG CAN IT POSSIBLY TAKE TO** translate some text into English? Surely that's the only thing preventing it from being out over here. We're dying to play the Australian release of this mighty game. The whole 'making friends to aid you in battle' element puts a totally new spin on the survival horror game. Now it's not only your ability with a sword and your iron constitution, but also your social skills that are put to the test.

Offend one of your potential best mates by offering him a pressie that's more suited to a female and they'll turn their nose up at your offering and saunter off in a huff. When you see how ugly some of them are it's no bad thing, but it can mean the difference between facing hell's worst incarnations on your lonesome or with a blade-flashing ninja by your side. Of course, playing it in Japanese has meant that we've had to endure a lot of hopeful guessing and quite a few offended looks. But when we do eventually get it right the difference is well worth the effort.

Battles that can take an eternity suddenly become much more enjoyable as you have someone to watch your back and distract the boss while you have a sneaky pop at them from behind. It also makes searching out items far more important, as bartering for different things at the local village and accruing enough funds to buy expensive gifts for your new mates becomes integral to your success. Now if only Capcom would hurry up with that translation we could try to get ourselves out of this sticky situation. How were we to know it was a can of deodorant?

■ **TYPE:** Action Adventure  
■ **DISTRIBUTOR:** THQ  
■ **LAST PREVIEW:** PSW #2  
■ **ETA:** September







## TOMB RAIDER

SHE'S GOT US EXCITED AGAIN.

TOWARDS THE END OF HER CAREER ON PSONE, Lara only seemed capable of instilling us with a dismaying sense of lethargy and disillusionment. Once the most innovative and rousing of gaming experiences, *Tomb Raider* was in serious danger of falling into a bottomless cavern that not even Lara Croft could clamber her way out of. Five consecutive Christmases of rehashed ideas, increasingly more tedious challenges and wholly uninspired puzzles and plots had started to fade those wonderful memories of the first two remarkable games. It wasn't just her bouncy bits that turned her into such an icon, it was those initial two stunning titles that got her there.

Now, thanks to her enforced sabbatical while the developer harnesses the full power of PS2, we're excited about Lara once again. None of the action adventures on PS2 so far have come close to the scale, invention and sheer enjoyment of

those original *Tomb Raider* games. Now it seems like maybe only the woman herself can provide what we've started to lust for once again. Class driving games, masterful shooters and fantastic footy games are exploding onto PS2 from every angle, but quality third-person action adventures are still rarer than an Atlantean artefact. So the time is just about right for a bit of what we fancy from the buxom lady who does it better than everyone else.

And just to keep us amply satiated until her Christmas return, Eidos has unveiled these new shots that look even more appealing than our exclusive unveiling of Ms Croft's new adventure a couple of months ago. Lara now looks even more polished and crisply detailed than the visual king, Solid Snake himself. The pin-up glamour girl of gaming needs a gorgeous vehicle for her talents, and they don't come much more visually alluring than *Angel of Darkness*.

■ TYPE: Action Adventure ■ DISTRIBUTOR: Ozisoft  
■ LAST PREVIEW: PSW #2 ■ ETA: November



SAULT 'N' VYNEGUR Illiterate corporations are taking over.



CLING-ON Her animations are now smoother than baby oil.



METAL GEAR SILICON Lara goes stealthy with tense new views.



FREAKSHOW Who knows what you'll find living under Paris?

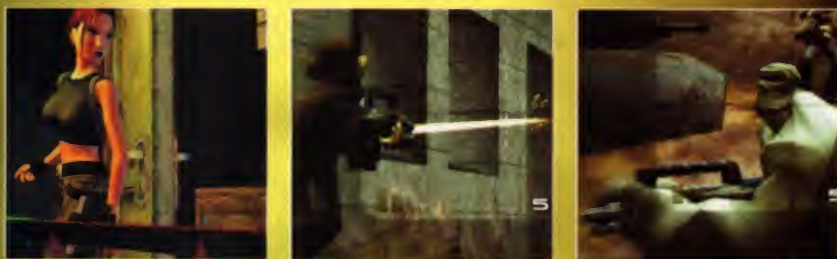


DRESSED TO KILL Lara's outfits will be tighter than ever.



"GAMING'S PIN-UP GIRL NEEDS A GORGEOUS VEHICLE FOR HER TALENTS"





## TIMESPLITTERS 2

THE BEST MULTI-PLAYER SHOOTER EVER, NOW WITH EQUALLY AWESOME SINGLE-PLAYER MODE. AND IT'S ALMOST WITH US... IT'S SO CLOSE WE CAN ALMOST SEE IT!

WE'VE STILL ONLY GOT ONE SINGLE, PALTRY, MISERLY *TIMESPLITTERS 2* LEVEL to play until the developer sees fit to unveil more of arguably *PSW*'s most anticipated game of the year. Just one brief glimpse into the striking world of guns and goons that awaits us this September and yet it still spends more time residing in our PS2 than most other full games. It's that good you see. Every time we complete that one solitary level it still tempts us back to play it all the way through again. Now either that's the sign of a sure-to-be gaming masterpiece, or we're just too lazy to change the disc.

Even now *Goldeneye* – that six-year-old N64 classic – is still regarded as the pinnacle of console shooting. But not for much longer; *TimeSplitters 2*, the little that we've played of it, is already looking far superior to that ageing classic. And it's not surprising to discover that the guys at Free Radical worked on that slice of 007 genius before leaving to begin creating their timesplitting masterpiece.

Stealthily taking out cameras to avoid alerting the guards, picking off sentries with pin-point head shots, using the environment to your advantage, blowing up containers behind a tooled up troop; *TimeSplitters 2* has got the lot. One of the most impressive features so far is the ability to solve problems in a number of ways.

That one single level is crammed with unexpected shocks and cunning traps. While seemingly strolling your way to success, a horde of zombies is suddenly unleashed. Severely outnumbered, you're contemplating your own survival when the Special Forces arrive. Now all hell completely breaks loose as it's every bullet-spraying man for himself. The major dilemma now is who to take down first.

The zombies will only stay down if caught with a clean headshot or barbecued with your flamethrower. The Special Forces don't need two shots to turn your head into mush. Do you let them waste all the zombies with their accurate shooting? Do you start an inferno and risk getting burned? Do you let them slug it out while you hide in the corner and then let fate decide who's left to face your smoking automatic? Or do you dive in and only come up for air when the last twitching corpse is lying prostrate beneath your feet? The decision will be yours this September.

■ TYPE: Shooter ■ DISTRIBUTOR: Ozisoft  
■ LAST PREVIEW: *PSW* #2 ■ ETA: September

“THE MAJOR DILEMMA IS WHO TO TAKE DOWN FIRST”



FRY THE FRAG Multi-player flamethrower battles will be terrific.



SMOKIN' With so much going on it's absolute mayhem at times.



TWIN GUN SALUTE Say goodbye to my little friends.







## WORLD SOCCER: WINNING ELEVEN 6

EVERY GAME IS A NEW DISCOVERY, EVERY MATCH A LIFE-INVIGORATING EXPERIENCE OF PURE PLEASURE.

**THERE WERE VERY FEW THINGS THAT** needed changing in *Pro Evolution Soccer*. It was dangerously close to perfection already, wasn't it? Yet, no doubt buoyed by Japan's World Cup success, Konami thinks it can do better. So start preparing yourselves. The differences are a lot more significant than you might expect.

This is most definitely not just another lethargic FIFA-esque visual touch up and player update. A multitude of little tweaks and significant overhauls have raised this

game to previously unreachable levels of gaming brilliance.

Did you ever used to get miffed when the random morale of your players before each game meant that Michael Owen or Patrick Kluivert were on a downer just when you needed them to shine? Now you can manually choose what sort of form your players are in before the match so that there can be no arguments when you've got the week's wages riding on an England v Holland match up.

You know how frustrating it is when you're watching a real game and play is pulled back for an offside decision after a goal is scored? *WE6* mimicks this by letting play go on for a few moments before blowing for offside. Yes it makes want to put your foot through the telly, but that's exactly how you feel when you watch the real thing. *WE6*'s attempts at recreating every facet of a true football experience are astoundingly well realised. The attention to the tiniest of details is so comprehensive that it's even better than the real thing at times.

- TYPE: Sport
- PUBLISHER: Konami
- LAST PREVIEW: N/A
- ETA: December



**SHEAR DELIGHT** After me, and... arms up... and down.



**DUFFENCE** West Ham destroy Arsenal's statue formation.



**FLYING THE FLAG** Owen celebrates yet another goal.



**FOLLOW THE BAR** Mat loses his shirt in a game of Strip BMX.



**SPOKETACULAR** The interactive scenery offers spectacular views.



**CROSSBAR JEWEL MANGLER** Where do they get those stunt names from?

## MAT HOFFMAN'S PRO BMX 2

BREAK A LEG.

**WE KNOW ALL ABOUT THE SINGLE-PLAYER GAME.**

In summary: travelling across the US, unlocking different areas based on famous American locations by completing the challenges, which in turn earns you money. Sound familiar at all? Well, it should do as it's pretty much the exact same principle as *Tony Hawk's* tape collection. Much fun has also been had with multi-player *Hoffman* and *Hawk* in their past incarnations. This time Activision is promising a collection of the best multi-player games from its extreme sports range.

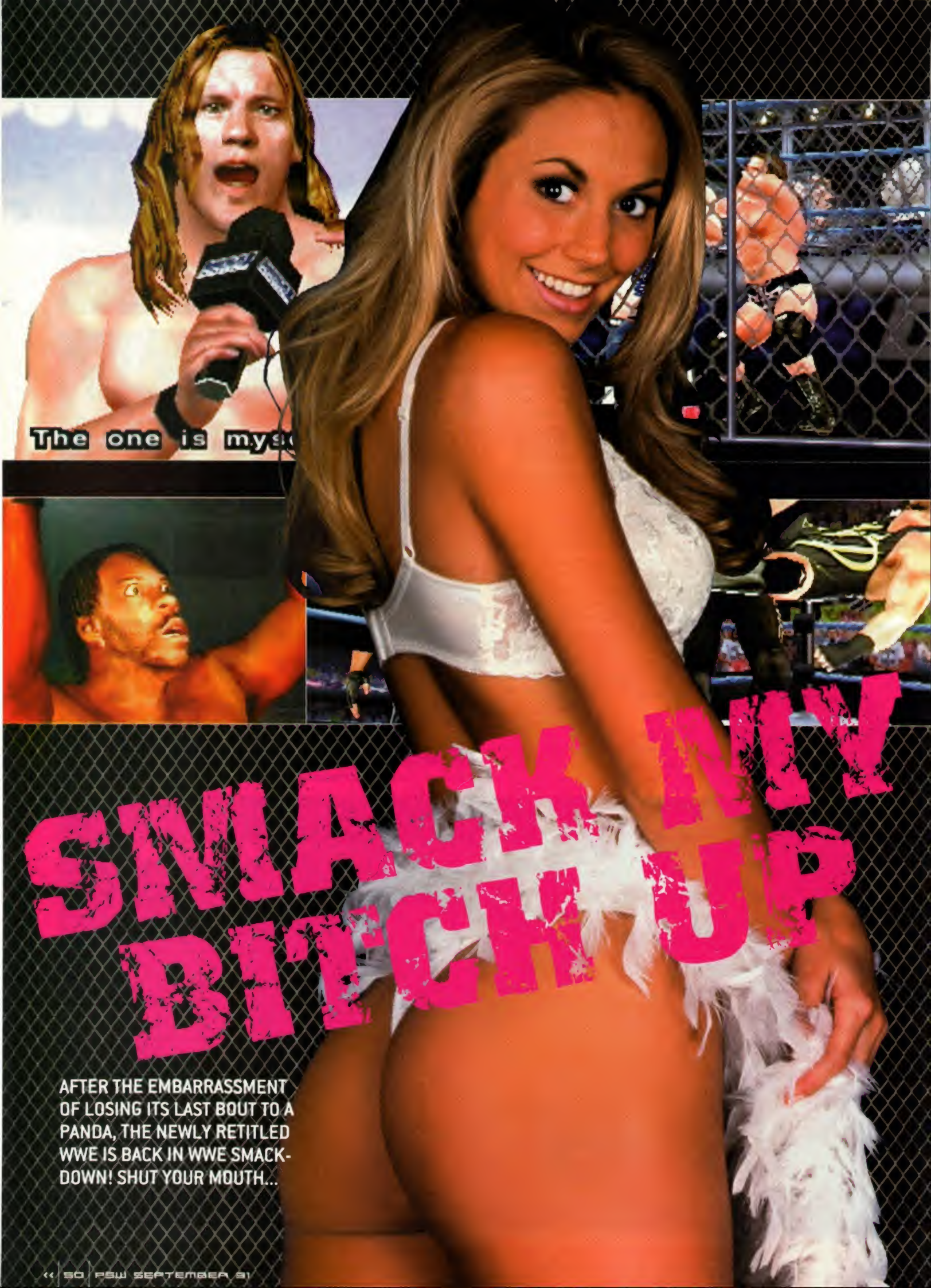
Its take on 'capture the flag' will be included with the Graffiti mode. All you've got to do is score a higher trick on each piece of apparatus and they'll turn your colour. Watch out though: spend too long racking up one massive score and your opponent might be nipping round the other ramps turning them his colour with quicker stunts.

Of course the one we're most looking forward to is the return of *Shaun Palmer's* Push game. Hours of work time have been wasted trying to push each other off the screen by scoring more points over a single run down the mountain. Seeing your portion of the screen suddenly halve in size makes your next attempt at racking up a high score incredibly tense as you know one more mistake will mean curtains.

How Activision will translate this to *Hoffman's* world hasn't yet been finalised, but it'll be sure to make for competitive gaming. Obviously it'll be against a time limit, but it'll have to make sure that players don't just glue themselves to the biggest ramp in that area and continually rack up massive scores. The secret to *Shaun Palmer's* appeal was that you were inexorably dragged towards the bottom of the mountain so that if you cocked up a stunt there was no second chance. You just had to desperately search for the next piece of furniture to grind or leap and make sure you nailed it first time.

- TYPE: Sports
- PUBLISHER: Activision
- LAST PREVIEW: N/A
- ETA: August





The one is my

# SMACKDOWN! BITCH UP

AFTER THE EMBARRASSMENT OF LOSING ITS LAST BOUT TO A PANDA, THE NEWLY RETITLED WWE IS BACK IN WWE SMACK-DOWN! SHUT YOUR MOUTH...





**TRIPLE CHAMPION**  
Undisputed underpants  
champion of the world!



**SHINYHEAD HULK HOGAN** Even  
warriors like the Hulk lose out  
to male pattern baldness.

## ROB VAN DAM PUTTING IN GREAT LEGWORK, BIG SHOW TAKING A HUGE HIT,



### SOME OF US THOUGHT IT WAS GOING TO BE SOME

kind of second coming. Last year we blindly and perhaps slightly naively hyped *SmackDown! Just Bring It* way, way too much, to such an extent the finished thing could never live up to our expectations, not even if every copy of the game came with a clone of Trish Stratus to lovingly and affectionately pick the hard skin off our toes as we played. The thought of *SmackDown!* finally coming to PlayStation2 was just too exciting - we got carried away, we got over excited, we got let down, you got let down.

The WWE (nee WWF) was going through an identity crisis this time last year, with the late-July 'Invasion' storyline changing the federation beyond recognition, resulting in a game that arrived post-changes and therefore seemed pretty out of date. *SmackDown! Just Bring It* was given a lukewarm reception by most and a harsher reaction by a heartbroken PSW devastated by missing wrestlers, appalling 2D spectators, inappropriate and generic commentary and squared-off fighters that disappeared through ropes, scenery and each other a little too often for comfort. The Trish toe-picking clone thing would perhaps have upped PSW's interest, but disappointment with the game ran too deep for complete redemption.

*WWE SmackDown! Shut Your Mouth*, to give it its full lengthy and aristocratic title, looks much, much better, but to avoid embarrassing ourselves further down the line we're going to assume the worst, then hopefully be pleasantly surprised if it turns out nice. Prove us wrong.

### WHATCHA GONNA DO, ROCK?

The two-minute *WWE SmackDown! Shut Your Mouth* teaser trailer gives us an indication of how things have altered - mostly showing us how things have changed for the better. There's more personality in it, more of the character that makes the WWE special, more of the current stars, and more... here, here's a list of the highlights so far revealed (non-wrestling fans please note: some of this may sound a little sad, but it's all important, trust us). We see: Rob Van Dam putting in some great

legwork, Big Show taking a huge hit, 'Nature Boy' Ric 'The Pensioner' Flair attacking Vince McMahon, Stone Cold uttering his dull 'What?' catchphrase endlessly, Booker T and his almost legendary 'Spinerooni', Stacy Keibler's everything, Stephanie McMahon's new and larger-than-ever breasts, 'Hollywood' Hulk Hogan facing off against The Rock, with Diamond Dallas Page, Shawn Stasiak and the rest of the NWO badasses completing the preliminary listing of who's new and currently confirmed as being 'in' *Shut Your Mouth*.

That little sequence of men, babes and events should be more than enough to ensure *Shut Your Mouth* makes up for *JB!*'s disappointingly mouldy and dated list of wrestlers, and since the WWE has now incorporated most of the WCW's biggest stars into its line-up and resigned many legends itself, *Shut Your Mouth* could well become the ultimate cross-federation battle of the superstars. A bit like Acclaim's *Legends of Wrestling*, only set in the present.

### WHO YA GONNA PLAY AS, SIMON?

"The roster will probably be the most comprehensive superstar list ever," says Jim Flaherty, producer of *SmackDown! Shut Your Mouth*, understandably keen to tell us how great the new game's going to be. The Season mode, which triggered a lot of complaints in *Just Bring It* due to its lifespan is also a big target for reworking. "I think the Season mode is going to be one of the key features this year as we're focussing on a two-year time frame here - so you're playing Raw, *SmackDown!*, Raw, *SmackDown!* and so on plus a pay-per-view every month! It'll be in-depth and compelling to the user and also a big step over where we were last year with *Just Bring It*".

Talking of *Just Bring It*, we ask Flaherty what he thought of it. He seems like an honest guy. He is aware this telephone conversation is being taped. "I think software is never finished," he says, when we ask him whether *SmackDown! Just Bring It* was really as good as it could've been. "I think we needed to get started sooner on the PlayStation2 hardware, I would've liked the development time to have been longer on

### HOW WWE WOMEN HAVE CHANGED OVER TIME

2002: LIPSTICK  
2001: STRAIGHT-ACTING  
2000: BUTCH







**THE OVERTAKER** Taker's bike, before Hogan wrecked it.



**SPINNERSAULT!** It's the second most electrifying move in sports entertainment!

→STONE COLD UTTERING HIS 'WHAT?' CATCHPHRASE ENDLESSLY, BOOKER T



*Just Bring It*. Yukes did an awesome job on getting that game done in the time frame they had."

The problem, it seems, was with finishing *SmackDown! 2* on PSone and getting the hang of PS2 in such a short space of time. "When you introduce new hardware into the equation that always brings hiccups along the way," says Flaherty.

Hiccups which, on first impressions at least, seem to have been

**YOU CAN SEE THE WRINKLES AND LIVER SPOTS ON HULK HOGAN'S ANCIENT, DISINTEGRATING, SAGGY OLD BODY**

noted, taken into account and ironed out for *Shut your Mouth*. "The things we're focussing on in SYM are the graphic quality... we could've done a better job there [in *Just Bring It*]. The commentary [again, in *JBL*] obviously was not what it should've been, in fact I think the Season mode too was definitely too short."

Indeed, the look of the game is the first and most obvious enhancement you'll find. It's noticeably more curved (the quality of these supplied screenshots does the game no justice at all), with an obviously upped amount of detail on their faces and bodies. You can see the wrinkles and liver spots on Hulk Hogan's ancient, disintegrating, saggy old body, for example. Marvel at Booker T's insane bulging eyes as he flies into a spinnersault, or just look at the massively improved hair on the shaggier fighters that moves better,

looks better and no doubt even smells a little bit nicer too. Someone's been at the conditioner. In summary: *"SmackDown! Shut Your Mouth* looks awesome – and it plays awesome too", says producer Flaherty, nicely fitting into our stereotype of how Americans should talk when being interviewed.

The backstage areas and ring surrounds have also benefited from a substantial improvement via the medium of better programming. The crowd is now presented in 3D, finally making good on those empty promises we were made early on in *Just Bring It*'s development, with a whole new batch of backstage, beside-stage and outside-stage fight locations based upon the boxing and occasional wrestling mecca of Madison Square Gardens.

"Over 14" is the boasted number of pay-per-view arenas, featuring the all-new SmackDown!, Raw and Heat sets, along with stages taken from Unforgiven, Vengeance, Backlash and even the British spin-off Rebellion event. As for the number of wrestlers... it's still undecided. So let's ask Flaherty who's going to be in it.

"Over 50..." Yukes never disappoints," he says, although we'd perhaps disagree having remembered Yukes' non-wrestling game *Eve of Extinction* consisted of little more than bludgeoning multiple enemies dressed in ridiculous masks with a morphing neon stick. Wrestling games is what they know best – so it's good news they're going back to the winning formula.

The Create-A-Wrestler mode, which developers and publicists love but players largely ignore, has been improved too. It didn't disappoint in *Just Bring It*, but you'll be able to make a slightly more accurate version of Lara Croft to fight with this time. We're going to make a really fat man and put him in a dress. Like we always do every year when it comes to reviewing these things.

#### WWE STATISTIC 1:

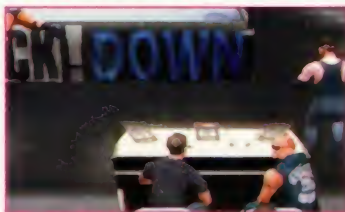
WHAT IS THE WWE MADE OF?





## WHAT'S CHANGED? THE IMPROVEMENTS IN SHUT YOUR MOUTH ARE ALREADY CLEAR

### →THE COMMENTARY



**THEN:** Awful commentary, it seemed like Tazz and Michael Cole simply said random things as the fight progressed.

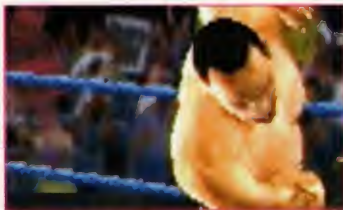


**NOW:** Well, JR and The King are in which is the good news we wanted to hear. How can it fail if The King's involved?

### →THE SPECTATORS



**THEN:** Rubbish 2D crowd that really fell apart under close – or any kind of – examination. How we laughed.



**NOW:** Crowd upgraded to 3D, with all-new interactive barriers too. Looks nicer, should make out-of-ring fighting more fun too.

### →THE WRESTLERS



**THEN:** Out-of-date rota, that sadly couldn't he helped due to licensing issues, timing problems and general misfortune.

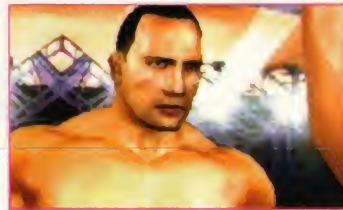


**NOW:** Well, Hulk's in it, Stacy's in it, Rob Van Dam's in it... seems OK. But there are still four months to go til the game comes out...

### →THE LOOK



**THEN:** Glitchy fighters and scenery. So many things disappeared into other things it resembled the aftermath of a bomb attack.



**NOW:** Wrestlers look more rounded now – and they don't seem to disappear through ropes and scenery as much as before.

## 'NATURE BOY' RIC 'THE PENSIONER' FLAIR ATTACKING VINCE MCMAHON



Who are you not to respect me

### THE THINGS CHANGE MORE

So the bigger Career mode is the game's best new feature. Also new is the addition of a 'draft' feature that should let you further customise the ranks, imitating the Raw/SmackDown! conflict storyline of a month or two ago. The control system has been 'revamped' – what this means we are kind of unsure, seeing as our and everyone else's experiences of the game on the E3 show floor witnessed a play system remarkably similar in playing style to *Just Bring It*.

Although... it has been made a lot easier to interact with objects. The slightly complex rules and pixel-perfect positioning that was needed to perform certain chair and table moves has been ditched, replaced by a much simpler press of the 'grapple' button that kicks most specials into action quickly and smoothly. Fans of Matt & Jeff Hardy will be pleased to hear of improvements in the surrounding arenas, which – as well as



player matches are possible this time). The two most noticeable new modes are Elimination Tag and Anywhere Slobberknocker, which helps up the total estimated number of player/rules combinations to a number that even the Hubble telescope might find laughably astronomical.

And in keeping with the WWE's current babe-heavy philosophy, there will be more women this time too. 'I think the key phrase is 'shapely ladies'' says Flaherty, obviously confident that Mrs Flaherty is unlikely to ever see this issue of *PSW*. Stacy looks great, coming with white knickers that are very nearly constantly visible – do the game developers like working on a female wrestler model more than doing a bloke? It must be great fun working on Keibler's pants all day. 'Ha ha ha!' laughs Flaherty, before fading off into silence and no doubt thinking we should get out more and stop wasting his time with such stupid questions. So we change the subject and move on.

### DO IT YOURSELF

So, at the moment, Hulk Hogan is big, Triple H is big, The Undertaker is up there and everyone wants to kidnap Stacy and keep her locked in the bathroom to use as an occasional sex slave when there's nothing to watch on telly. But things change quickly in the WWE, people go, new stars arrive, different storylines emerge. It must be a nightmare for the developers to keep on top of the many changes?

'Of course,' admits our interviewee. 'At some point during development you have to say 'OK, we're cutting off, we're getting ready to go'. This isn't like a football game where you can trade a player to make that team complete, here it's like if you drop a superstar or add a superstar that makes a huge difference to people – it effects the Season and Exhibition modes and makes a very big difference'.

It also affected *Just Bring It* last year, with the finished game being

### WRESTLING WITH THE WHEEL

#### BRAND-EXTENSION GONE MAD, OR A GREAT IDEA FOR A GAME?

Here are a few more shots of *WWE Crush Hour*. With 30 weapon-bearing, personalised vehicles, Jim Ross on the mike, Hogan's sports car, Stone Cold's monster truck, ladder and hardcore matches, it could be... well, it just could be, OK?

'If the Rock is going to get behind the wheel of a sports car personalised especially for him, we want to make sure that all of his attitude and personality is accurately portrayed in the vehicle', says THQ man Peter Dille, possibly while managing to keep a straight face. It'll be out early in 2003, by which time we may have stopped laughing at it long enough to judge the thing objectively. Hulk's car looks... nice.



AT SOME POINT DURING DEVELOPMENT YOU HAVE TO SAY 'OK, WE'RE CUTTING OFF AND GETTING READY TO GO'

the 3D crowd – features interactive rails for you to run along, jump off and crash into. Under closer examination the crowd seems to consist of a front row of a few moving, 3D spectators – a definite improvement over the fully cardboard people of last year's *SmackDown!*.

Quite a few new game types and other options have been grafted on for your pleasure. New tag moves are in, the highlight being special triple moves for those excitingly new three-on-three moments [yes, six





## →STEPHANIE MCMAHON'S NEW AND LARGER-THEN-EVER BREASTS, HULK



slightly out of synch with the federation of the time thanks to a series of sweeping and dramatic changes the WWE made in the run-up to the game's launch. That must've been so frustrating for them, surely? "If you're referring to the WWE and WCW merger then yeah, I think that was frustrating for us. I think we would've liked that to be resolved sooner so we could've done something about it, but there wasn't a lot we could do about that. It is hard, like I said software is never really finished, especially with WWE because storylines change so quickly. You're trying to capture what you think are the best elements of the past year or so and you're trying to wrap it into what Season mode will be... something last minute might pop up that's cool and you're like 'Wow I've got that into the game!' – and we try, we do our best."

But how can they ensure *Shut Your Mouth* won't get left behind when

**THE COMMENTARY WILL BE FOCUSSED ON AND DRIVEN BY JR AND THE KING, AND THAT MAKES MORE SENSE THAN HAVING TAZZ**

the inevitable gap between completion of the game and its going on sale takes effect? "I definitely do want to play as The Hulk. We have to set a cut-off date, but we reserve the right to say 'Hey, does this make sense to the game, can we fit it into the schedule, will fans be appreciative of it?' It's what we think the gamer wants," which, to us, sounds like it's saying 'fingers crossed they don't go changing the whole bloody federation again when we've just finished the game'.

One change will not be made, though. The bizarre rules of the WWE – which deem it OK to smash a woman in the face with a chair or twist someone's ankle until it breaks – still ludicrously demand that no blood is featured within the videogame depictions of its action. The

developer wants to put blood in, the fans want them to put blood in, but the WWE says no. If you want blood, you'll have to ram a biro in your arm.

### DO THAT THING WITH YOUR FINGERS I LIKE

The wrestlers' moves are a lot more individualised this time, with characters not just holding and kicking, but holding and kicking in their own personal style. Hulk Hogan doesn't just block moves, he blocks them like Hulk Hogan does in real life complete with a finger-pointing warning to the opponent not to try that again. Rob Van Dam comes with grapples that move properly and smoothly into his favoured kicks and leg sweeps, with many recognisable moves his followers will appreciate seeing.

"It's a solid, quantum step forward from *JBL*, no doubt," says Flaherty. "We've had very, very positive responses from the press and public so far, and more importantly we feel very good about the progress that the game has made far this year as a solid step over *Just Bring It*."

The eyewitness reports from fans bear this out, with *PSW*'s own Lee Nutter saying *Shut Your Mouth* looks "much better" than last year's effort ever did. Web sites staffed by enthusiastic American teenagers backed this up – everyone's a lot more impressed with this. The scenery appears a lot more solid too, with tables, ladders and ring ropes seeming much less likely to go through each other nowadays.

### KEEPING UP WITH THE MCMAHON'S

"If The Rock comes out with a mullet for the next year he will be depicted in the game with a mullet!" says Flaherty, when we ask if The Rock's rapidly receding hairline is going to be included in *Shut Your Mouth*. "We strive, and I know Yukes is very meticulous when they create their superstars to create the stars in their image – to as late a date as possible". Will Kurt Angle's recently shaved hair have grown back by then? If it has, it'll be in *Shut Your Mouth*.

When it comes to including likenesses of the fighters, the WWE is all too keen to help. "We use reference shots from them, we have photo sessions that we set up and on occasions we have voice-overs that we





**BEN DOVER:** "Yes, OK, you have a nice arse."



**LEGEND AGAINST LEGEND:** But will we have forgotten about this by November?

## HOGAN FACING OFF AGAINST THE ROCK, THE REST OF THE NWO BADASSES



set up with them...they're pretty good about it," says Jim. "There's always a couple that are hard to get hold of because they're so busy, but it's been a positive relationship."

What about dealing with the WWE in general? They must be pretty bad tempered since losing their name in a legal fight with a bunch of pandas. "Like any other licensor, they want to see their license take a step forward, but at the same time we've built up a rapport with them and they trust us on game concepts and game ideas, and how we want to push the game – and help them push their product."

But with American ratings falling and a general feeling that the TV shows just aren't as much fun as they were a couple of years ago, is the WWE still the force it was a couple of years ago? "As a licence, absolutely... I think they're trying to focus on building some new superstars, on building new storylines and things to get the viewer interested, you see that with the two factions, right? That started up a few months ago and is now starting to get people excited. You see a change... you'll see a lot of the changes in *Shut Your Mouth*."

### THE KING IS ALIVE!

*Shut Your Mouth* was, coincidentally, also what everyone said to the commentators in *Just Bring It*, with the game having some of the worst commentary yet featured in a PS2 game. It was the first time chat had been included in a *SmackDown!* game, so perhaps the team was just learning. One thing about it will be instantly much better this time though, as the underperforming pair of Tazz and Michael Cole have been sidelined by the real voices of the WWE – Jim Ross and Jerry Lawler. JR and The King – left out of *Just Bring It* due to The King quitting the federation at the time (he's since rejoined) – are to wrestle what Bruce McVaney was to AFL, managing to make even the dullest bout sound as exciting as a televised battle between two alien warlords with the survival of the Universe at stake.

The in-game commentary will be focused on and driven by JR and The King, and that makes more sense than having Tazz and Michael

Cole" says Flaherty. Hopefully this inclusion of the commentary dream team will raise the noise level of *Shut Your Mouth* to passable levels at least. Tazz and Cole will also be in there, but hopefully in some kind of enhanced form – *Just Bring It*'s vague shouting which bore little relation to the action surely can't be that hard to best.

### WHO WOULD WIN?

With many facts on *Shut Your Mouth* still embargoed and being held close to Japanese chests, we ask Flaherty what he thought of Acclaim's recent *Legends of Wrestling* game – the only real contender to *SmackDown!*'s PS2 domination. "Are you gonna print this?! I think it was an interesting idea that they took and tried to make it into a game. Um, I personally think and I think the team thinks that it's probably a mode within one of our games. I don't know that I'd build a whole game around it, this is where the strength of the WWE comes in with the depth of the roster and the storylines and what goes on there."

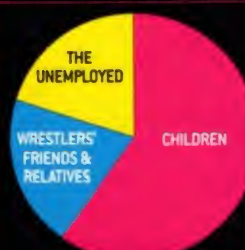
That's one step away from saying 'it sucks', really. He's rattled, we've got him um-ing. "We follow largely what the WWE does, and to think that we're going to create compelling storylines without their help is probably foolish. We can do some of that, but I don't wanna do too much of that, I wanna play off their strengths. To do what *Legends of Wrestling* is trying to accomplish with just a few old superstars feels to me like, um, it's a mode within one of our games."

Confident words there from the American producer, but then he has every right to raise an arrogant and dismissive eyebrow – at the moment *Shut Your Mouth* seems precise and bang up to date with what's happening within the WWE, and looks like being a sizeable improvement over the shaky *Just Bring It*. Whether it'll still be this relevant by the time it appears in November is debatable, but we're not worried – it already looks a lot better than last year's *SmackDown!* ever did, and that's not just the hype speaking.

**/GARY COTLACK**

### WWE STATISTIC 2:

WHO WATCHES THE WWE ON TV?







# CHAT TURISMO

OUR MAN IN JAPAN WENT TO MEET THE FATHER OF GRAN TURISMO HIMSELF, KAZUNORI YAMAUCHI, EXECUTIVE VICE PRESIDENT OF POLYPHONY DIGITAL. YOU CAN READ THE FULL REVIEW OF GT CONCEPT ON PAGE 62 TO FIND OUT WHAT IT'S ALL ABOUT, BUT WE WANTED TO KNOW MORE. HOW DID THIS CUT-DOWN VERSION OF GT COME TO BE, AND WHAT DOES IT MEAN FOR THE FUTURE OF THE SERIES? COME ON IN AND FIND OUT...

INTERVIEW / WARREN HARROD

## YAMAUCHI-SAN, TELL US, WHAT'S THE REASONING BEHIND THIS GT UPDATE? WHY NOT GO FOR A FULL SEQUEL?

With *Gran Turismo* 1, 2 and 3, the scale of the game kept increasing. For those players who started playing from *GT1* this was just the kind of evolution that they wanted and it was as they expected it to be. However, for those new gamers who wanted to play *GT* for the first time I thought it would be great if we could create an easy entrance for them to enter and enjoy the experience. Of course, *GT4* will follow on from *GT3* in the same way it has progressed up to now... I'm planning to make *GT4* an amazing game, but at this point I want to make one more *Gran Turismo*, a more casual driving game. I think it is important we should create this kind of title. We released the game in January in Japan and over half of the people who bought the game were playing *GT* for the first time. In this sense I knew the target I was aiming for was correct. Obviously, for those who've played *GTs* 1-3 I think *GT Concept* is a little lacking. With regards to both the difficulty of the game and the volume it is insufficient. When I play *GT Concept* I can complete it in about two and half hours, while *GT3* takes about a week. In this way beginners can enjoy a lighter version, practice their driving skills and become used to the world of *GT* so that they will be able to enjoy the full version next time. If this can prepare new users for *GT4* then I'll be happy it has served its purpose.

## WHAT IS THE 'CONCEPT' IN GT CONCEPT?

The mainstream *Gran Turismo* is continually increasing, like a car encyclopedia, to include more and more in each new version. Compared to that, *Concept* is the opposite, in that it's focused on just one particular concept of cars. Although the first game in the *Concept* series, *GT Concept 2002 Tokyo - Geneva*, is about concept cars, the word concept doesn't refer to the concept cars themselves... In fact, future versions of *GT Concept* will be about different car 'concepts', such as maybe old cars or maybe even just one manufacturer, such as Ferrari. The important thing is that although we can create a new *GT Concept* at any time, we won't necessarily release one every year. We'll only consider making one if the overall packaging idea for the concept is attractive enough to appeal to the light users. We have a lot of freedom as to when and how we should develop this new series.

## SO WHY DID YOU CHOOSE CONCEPT CARS AS YOUR FIRST 'CONCEPT'? ISN'T THAT A LITTLE CONFUSING?

In autumn of last year, the Tokyo Motor Show was held, and this was the beginning of our first *GT Concept* project. From all the car companies there were a variety of fascinating sports cars such as the Nissan Skyline GT-R Concept, Volkswagen W12, Ford GT40 and so on. I knew these cars would be making an appearance, but unless you use them

straight away it doesn't have much meaning. There wouldn't be any point releasing them in a game several years later. This idea of using the cars straight away as a trend appealed to me and I wanted to make this type of game, and it became the reason for why we originally made *GT Concept 2001 Tokyo*. To be able to use the latest cars as they appeared in real time and have the users be able to actually drive them straight away was essential. I considered the speed at which we could release the game very important.

## BUT HOW WERE YOU ABLE TO GET INFORMATION ABOUT THEM SO EARLY? AREN'T THEY TOP SECRET?

At the moment, Polyphony has special non-disclosure agreements with all the car manufacturers so that we can get access to all the latest information about everyone's new cars very smoothly. This is a result of having been able to build and develop good relationships with the car companies during the development of the *GTs*. Because of this we could find out about the designs of the latest concept cars long before even the specialist car press journalists were aware of their existence. This year, sometime in the summer, Nissan will release the 350Z but I was able to test-drive this car in February, last year! Our relationship with the car firms is very good, so we can often get data about their latest cars well over a year before they come out.





Concept



FLYING LAPS Jumps, but no rolls – Polyphony has left the physics as they were.

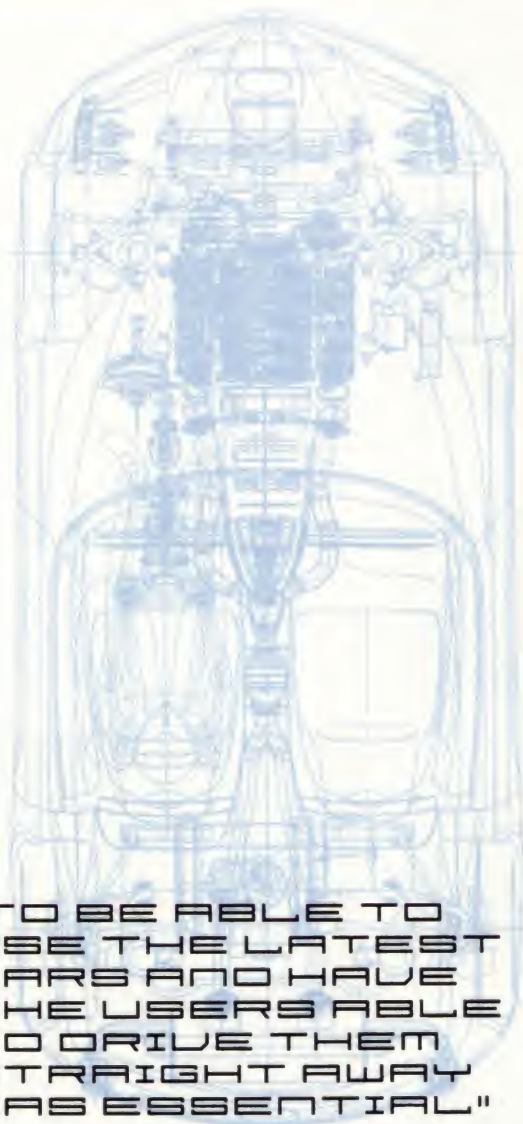
Concept  
GRAN TURISMO®  
THE REAL DRIVING SIMULATOR

#### DID YOU ALREADY KNOW ABOUT ALL THE CONCEPT CARS IN DEVELOPMENT BEFORE YOU STARTED WORK ON GT CONCEPT?

Not all of them. I pretty much knew about the cars that were shown at last year's Frankfurt Motor Show and Tokyo Motor Show, but when I went to Detroit there were a few cars there I hadn't known about, which I saw for the first time. We have excellent contacts at all the car companies and if they have a car which they think we could use then we approach them. There are also times when a car company will contact us with information about a new car we hadn't heard of.

#### HOW WERE YOU ABLE TO SIMULATE CONCEPT CARS WHEN THEY ONLY EXIST AS DESIGNS? DON'T THE SPECIFICATIONS KEEP CHANGING AS YOU TRY TO DEVELOP THE GAME? HOW DO YOU KNOW HOW THEY SHOULD DRIVE?

Well, for example in *GT Concept* there was a car from Honda called the Dual Note, which is a hybrid sports car. It has an electric motor in the front and an i-TEC engine in the rear. When I first received information from Honda that they were creating this car, there were no designs or specifications for how it would look or perform, just the basic concept of a hybrid system. When I went to Honda to talk to the engineers about the car they still hadn't decided on what technology they were going to use. All they could do was to tell me about their image for how they wanted the Dual Note to turn out. Personally, I like creating things in this kind of situation because one of Polyphony's strong points is being able to simulate something, even if it doesn't yet exist. Right from the beginning, I was aiming to get the Dual Note up and running in *Gran Turismo* before they had their first working prototype ready to drive. We spent a lot of time in meetings with Honda's engineers talking about all the various aspects of the Dual Note and it was a very interesting experience for us. We learnt many valuable lessons from these.



"TO BE ABLE TO USE THE LATEST CARS AND HAVE THE USERS ABLE TO DRIVE THEM STRAIGHT AWAY WAS ESSENTIAL"

#### DID YOU GET TO USE THE MAKERS' OWN SIMULATION SOFTWARE?

Of course, all the car companies have various different kinds of computer simulation software but these don't really have any direct relation to how we simulate the cars in *Gran Turismo*. For example, their simulators will tell them at any give speed how much the engine will vibrate in hertz and to what degree will this affect the rest of the car etc. It's a very precise and detailed simulation, which of course is necessary, but it's only used to keep the working performance of the car within specified numerical parameters. On the other hand, what we have created is a much more dynamic simulator that we use for visual purposes, so there's no link between Polyphony's simulator and the car manufacturers' simulators.

#### WHAT NEW VEHICLES WILL BE IN THE AUSTRALIAN VERSION OF GT CONCEPT, AND WAS IT MORE DIFFICULT TO GET PERMISSION FROM NON-JAPANESE MANUFACTURERS TO USE THEIR CARS?

I can't reveal yet just exactly what the official, final line up of cars is, but I can say that none of the concept cars in the Japanese version have been removed. However, after the Tokyo Motor Show there was another in Detroit and then another in Geneva, so we've picked up and added some brand new cars from these for the Australian version. In reality, it went smoother than you might have thought it would go. Up to last week I'd been in Detroit visiting the big three car design centres to collect design data for some of the new cars. Just entering these design centres alone would be completely unimaginable unless you were actually a member of a car company's staff. Even car journalists are not allowed to go inside. All the car manufacturers have been very cooperative.

#### WHAT IS THE MAJOR DIFFERENCE BETWEEN EUROPEAN CONCEPT CARS AND JAPANESE CONCEPT CARS?





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# REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.

## MEET THE TEAM

GETTING QUITE GOOD AT FAKING THIS ENTHUSIASM THING



/ DAVID WILDGOOSE EDITOR

**Game of the month:** *Deus Ex: The Conspiracy*. I'm now attempting to play through as far as I can without even drawing a weapon, let alone kill anyone. It's, er... hard.  
**Dream car:** The next *GT Concept* instalment really should include that one from the Arnie film where he tells it his destination and it drives him there automatically. *The Sixth Day* I think it was, the one with two Arnies in it.  
**Looking forward to:** *Timesplitters 2*. But, of course, who isn't? This might get repetitive, kids...



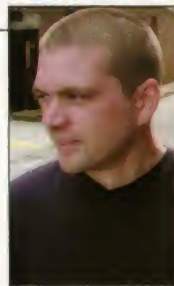
/ DANIEL STAINES WRITER

**Game of the month:** *Grand Theft Auto 3*. Yeah, yeah, I know I've arrived a bit late to the party, but David said he wouldn't give me any work until I'd played *GTA3*. So now I have, and, well... it's not too bad, I suppose. (*Blasphemy!* - Ed.)  
**Dream car:** Car? CAR?! I simply refuse to own one.  
**Looking forward to:** *Timesplitters 2*. Just kidding. What I really want is for Squaresoft to actually release one of their decent RPGs on PS2 instead of more Final Fantasies. It's never gonna happen, but I can dream...



/ LEE NUTTER WRITER

**Game of the month:** *Prisoner of War*. I don't even complete the missions, I just follow the daily routine and try not to provoke the guards. It's more immersive that way.  
**Dream car:** An enormous stretch limousine. For obvious reasons. Look, do I really have to explain? (*So, you're compensating for something?* - Ed.)  
**Looking forward to:** *Timesplitters 2*. *Timesplitters 2*. *Timesplitters 2*. *Timesplitters 2*. Oh, and *Timesplitters 2*, natch.



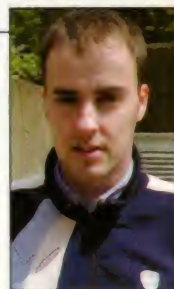
/ STEVEN WILLIAMS WRITER

**Game of the month:** *Freestyle*. Though I remain unconvinced by the removal of the letter 'a' from the English language. It just doesn't work for many words.  
**Dream car:** The new Volkswagen Beetle. You know, the one with the flower holder in the dashboard. It kinda suits my personality, I think. (*Very true* - Ed.)  
**Looking forward to:** *Timesplitters 2*. We've been playing it a bit in the office. Can you tell?



/ MIKEY FOLEY WRITER

**Game of the month:** *Robocop*. So much so I now make 'skree! skree!' wherever I walk around the office. Much to everyone else's amusement/annoyance, admittedly.  
**Dream car:** Since I've modelled my persona - nay, my entire life - on Michael Caine, it'd have to be a Mini Cooper. A red one with a white roof. Lovely.  
**Looking forward to:** *Timesplitters 2*. And if I say I'm most looking forward to the new single-player mode, it's not an admission of my crapness at deathmatch, okay?



/ GARY CUTLACK WRITER

**Game of the month:** *WWE Smackdown! Shut Your Mouth*. There'll be a full-length video of my 'interview' with Stacy Keibler on next month's coverdisc. Promise!  
**Dream car:** Just one that actually works, please! Then I can get rid of the so-called automobile that plagues my existence on a daily basis.  
**Looking forward to:** *Timesplitters 2*. Are you sick of hearing about it yet? No? Good...

## THE SCORING SYSTEM

### PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE ALL YOUR GAMES PURCHASING DECISIONS SIMPLE. HERE'S HOW TO TRANSLATE THOSE NUMBERS INTO DEFINITIVE ADJECTIVES.

10/10	ESSENTIAL
9/10	BRILLIANT
8/10	GREAT
7/10	GOOD
6/10	DECENT
5/10	AVERAGE
4/10	POOR
3/10	BAD
2/10	BLOODY RUBBISH
1/10	AVOID AT ALL COSTS



### PSW GAME OF THE MONTH

The Game of the Month Award is precisely what it says, the title that in PSW's opinion is the essential purchase of the month. In the event of multiple games receiving the same score, we simply pick the one we think is the must-have option if you can only afford one game a month. Go and buy it now. Run!



### PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. So if you're a fan of this particular type of game, then you'll be more than happy with this purchase. Simply, if you like this type of game, you 'must buy'. Clever eh?

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- 078 NEXT GENERATION TENNIS
- 079 DRAKAN: THE ANCIENTS' GATES

ONE DAY REVIEWS WILL BE 3D HOLOGRAMS SPINNING SILENTLY ABOVE YOUR WATCH, BUT UNTIL THEN, WE'LL USE PIECES OF PAPER STUCK TOGETHER. TRY NOT TO MIX THEM UP, NOW.

- 080 CIRCUS MAXIMUS
- 081 NO ONE LIVES FOREVER

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# GRAN TURISMO CONCEPT

## 2002 TOKYO - GENEVA

SADLY IT'S NOT A RACE FROM TOKYO TO GENEVA IN THE BEAUTIFUL CARS.  
NEITHER IS IT THE SEQUEL WE'RE ALL DYING TO SEE. SO WHAT IS IT? ERM...

GENRE	DRIVING
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	SONY
PRICE	\$69.95
DEVELOPER	POLYPHONY
RATED	G

SEE IT ON DVD	
/ Oddly shaped cars / Usual shaped tracks / Same classic GT gameplay / Just not much of it	

**SEQUELS... HOW DO YOU FIND A** higher place to stand if you're already at the teetering peak of driving games? How do you make the undisputed best even better? You make it smaller. And you make it so it's not a sequel; more of a sidestep. It's a strange approach, we admit. And it's a strange result — on the one hand *GT Concept* gives you the finest, deepest handling available wrapped in some of the most beautiful graphics around. No game has bettered it (and let's be honest, we're talking *GTs* 1, 2 and 3 here) either dynamically or for sheer visual fidelity.

You're getting these same qualities with *GT Concept*, and they're still the 10/10 stuff they were before. So far so good. But what new experiences can you have here? Very few. And when you look at it like that, even the slimmed-down \$69.95 price tag seems unsatisfying. Especially when the full *GT3: A-Spec* can be had for significantly less in the Platinum range.

### THE GRAN SCHEME OF THINGS

So what do you get? You get 95 cars in all, and ten tracks. Not all of the cars are new, however, and there are only five base courses — the rest are

reverse versions. And only one track is actually fresh, the fantastic Autumn Ring, and even *that's* only new in the sense that it's never been seen in 128bit PS2-o-vision before. It first appeared, of course, in previous PSone versions. For the record, the other tracks are Midfield Raceway and Tokyo R246, plus the Swiss Alps and Tahiti Maze. There's also a course purely for the bizarre Pod concept cars, but it's little more than a pitlane loop marked out with cones. The Pods are so slow as to be lost on anything bigger. You're even forced to stop and put on the handbrake each lap... rock and roll! Still, at least it's not a 24-hour endurance race.



**STAGGERING** High achievement creates high expectations: Concept's lack of novelty is more disappointing for it.





**TOMMI GUNS IT** Some cars are a little too familiar.



**DON'T BELIEVE IN POD** Stupid. Stupid stupid stupid stupid. Stupid.

In fact, there are endurance races in *GT3* that take almost as long to finish as this entire game does – as little as two-and-a-half hours. That does at least mean you can access all the new vehicles pretty damn quickly, but any competent player will quickly wilt through the lack of challenge. Each of the ten venues has three events, but it's possible to gain a 100 percent finished rating after just 20 of them: beating the track on 'professional' automatically nets you the prize for the 'normal' race too, presenting you with two prize cars at a time. The only other event that counts towards completion is the license test, now a simple, single lap. Those unfamiliar with the tracks can choose to follow a pace car, a rather desirable GT-R Skyline in *Gran Turismo* colours, but aficionados won't find it too difficult to overtake.

If *GT3*, with its almost mystically stringent license times, was set like the suspension on a race machine – ultra hard – then *Concept* is a soft, mass production road car. Before, getting a gold trophy was something to really be proud of, but



**VIPER ARSE** Shapely cars on the only 'new' track, *GT2*'s Autumn Ring.

## / HERE IT'S COMMON TO BEAT THE TOP TIME BY AS MUCH AS TEN SECONDS. FIRST GO /

here it's common to beat the top time by as much as ten seconds. First go. Even with a scruffy lap.

### CHEAP SPEED FOR THE MASSES

Clearly through this and several other aspects (brief races, the lower priority and simplification of tuning, and the lack of time-consuming championships) the game is aiming for a less hardcore audience. Fair enough. But it's nothing a less hardcore audience can't enjoy in the Arcade section of *GT3*, in which case they'll get the rest of the game for minus 20 bucks as well. And what about for the zealous *GT* completist, what do they get? Besides the opportunity to relearn the Autumn Ring there's little challenge, even on the hidden Ace setting. Players are only told about this on completing the game, but fortunately it can be accessed beforehand (hold R1 and L1 on the difficulty selection screen). This at least means *GT*-pros won't have to put up with driving round on their own having passed everyone on the first corner. Now it'll take half a lap instead.

You should be getting the feeling by now that this game falls between two stools. It offers nothing but a single refurbished track to the experts, and nothing but a standalone, slightly more expensive version of *GT3*'s Arcade mode to beginners. And the cars of course. To really enjoy this, then, you've got to be in love with cars. If the simple ability to watch an unarguably stunning Volkswagen W12 or concept GT40 smoking sideways across replayed apexes fills your hair with dirty pride, you'll love this. It all looks stunning. More than that it *feels* stunning, and that's the heart of the matter. The trouble is, while they're discernably different from each other, they're really nothing special in the grand scheme of things. While the cars' looks may well be new, you've already driven something that's an approximation of it before. Nothing outperforms anything in *GT3*. There's nothing really new to experience, just variations on the theme. Exceptionally finely crafted variations, admittedly. So really this is a well-stocked demo for a game >

## IT'S LONELY AT THE TOP

**GT3'S AI MADE FOR SOME FORLORN, EMPTY RACES. IS IT ANY BETTER NOW? ARE WE ALL SMILEY?**

NO. DESPITE THE SHORT EVENTS, *GT CONCEPT* CAN STILL SERVE UP SOME disappointing races. Like its father it succeeds spectacularly as a driving simulator – which is exactly what it claims to be, in fairness – but as racing it falls flat. Rare are the occasions when the difference between winning and losing is your skill: 99 percent of the time the car is the deciding factor, making races forgone conclusions. Thrilling scraps are about as common as in F1. This is disappointing to say the least, and you would have thought some

competitive 'catch up' system would have been easier to implement here with the lack of tuning. This fault – *GT*'s deepest – would have been masked for a time if the tracks had been new, but it's all just too familiar. The dunderheaded AI is starting to creak, and we can only pray it's an area that receives attention for *Gran Turismo 4* as it's becoming a bit wearisome with the opposition remaining as five closely bunched cars for races.



**REAL COMPONENT SIM** This is what it's like to be a wing mirror.



**SUPER COOPER** The new Mini tries to be ultra cool. Succeeds.



**FRONT BOTTOM** That's the location of the TT hidden in this pic.



**OFF THE PACE** Sadly, the pace car has no lights when you get it.



## "I'LL TAKE TWO OF EACH COLOUR, MATE"

TAKE A LOOK AT THESE LOVELIES – THIS IS OUR PICK OF THE CONCEPT CROP. GORGEOUS.



### 350Z GT AERO

The eye-kickingly hep 350Z gets a slick but aggressive bodykit. Good enough to snog.



### VW W12

Volkswagen, we command you to build this monster now. Top fun for tailslides, too.



### CONCEPT VIPER

Disappointingly high grip levels – we want to drift! – are offset by its lower, ultra-hard looks.



### CONCEPT GT40

Ford's GT40 remake will probably never get built now Ford are brassic – Is there no God? No.



### GT-R CONCEPT

A concept car you could imagine getting built. Let's hope so. Traffic will be much more exciting.



### GSXR/4

Mental Suzuki bike-engined go kart – loves going sideways and will even go offroad.



### COOPER S

The new Mini really is a worthy successor. You can park it in spaces no other car will fit.



### PACE CAR GT-R

Yes, another Skyline, but it's strangely satisfying to unlock the pace car. Great for stoopid slides.



### CIVIC TYPE R

Perhaps the most desirable front-wheel drive road car available at the moment. Lush.



### FOCUS RS

It's about bloody time! Finally get your hands on a hot Focus. It's not real, though. Sorry.



most of us already have. As such it renders itself more than a little pointless, but as we said, it could still do it for you if you love cars. Use this as car porn.

### CARS. LOTS OF CARS

The vehicles are divided into five sections, with just 25 of them being concept – but then, as you'll know from the interview (page 54), the 'concept' of the title refers to the new game structure rather than the cars. So you also get 17 new European cars, 21 new Pacific area-built cars, 11 Dream cars

and 21 Racing machines. Here's another conundrum: the racing cars are unsurprisingly the most fun to drive, by quite a long way, but they're also the most familiar. Japanese race versions of Skylines, NSXs and Supras abound, with four versions of each accounting for more than half the total count in this class. Yes, they look sexy; no, you've no emotional connection to the real ones in Japan; and no, they don't offer a drive any different from the one you know so well. If the Japanese races were televised over here, these beautiful renditions of their liveries would carry more weight. But they're not and few people will recognise them, reducing the things to mere novelties for the replays.

Fortunately there are a few interesting new machines jutting from the predictable slew, such as the race-tuned Nissan 350Z. There's also the gorgeous Red Bull-sponsored Audi TT-R to play with, and its entertainingly tail-happy handling makes it a top choice for those who like to create the most dramatic replays. Plus Hyundai's WRC Accent at least makes a change from the over-exposed Imprezas and Lancers, here once again in practically unchanged form. The unimportance of tuning has made some subtle differences all



ORANGE THING Didn't the cartoon Pink Panther drive this?



ZOOM LENS It looks a bit like a Focus, but it's not. It's an Eneos, say sources.





GET BACK Why no extra selectable angles for the replays?

round, too, as all the familiar cars feel slightly (only very slightly, mind) more pinned down than their predecessors. Understeer seems a tad less prevalent, as if each car's front downforce levels have been cranked up, presumably in the name of usability. Steering lock feels reduced however which, while we're presuming things, we'll presume is in order to retain a reasonable level of difficulty, as you still can't just point the thing wherever you want and expect to go there. The result is a set of cars that's easier, but not disappointingly easy, to drive. Traction and



RESHAPEN SKYLINE Not quite as brutal as the production car.

## / JAPANESE RACE VERSIONS OF SKYLINE, NSXS AND SUPRAS ABOUND /



DREAM MACHINES Concept cars in fantasy race liveries. Yes!

stability control further aids the heavy-of-finger through the turns, and the rather lumbering menu screens of past games have given way to easy-to-select pre-race options. Pick your track, pick your car, pick your driving aids. Race. It's as simple as that... once you've been to the options screen and switched off that bloody awful music, that is. Couldn't we have got something new? We hate Feeder so much. SO MUCH. And Ash? Would you please stop and go and work in supermarkets or something? You're only putting off the inevitable.

### JUST GIVE ME THE KEYS

Limited tuning is possible, but here it's an extra rather than a requirement. You simply switch from normal to custom settings on a generic tuning screen, then fiddle about with ride heights, spring rates, dampers, brake balance, downforce, gear ratios and tyres selections. Much time can be found for little effort in the brake balance and downforce sections, and as everything becomes adjustable with the simple switch to 'custom', there's none of the tedious backtracking through a billion screens to buy new parts. Why Polyphony failed to include a direct link from the tuning screen to the relevant tuning shop in three (and a



S-S-S-SIDE ON The Viper concept is massively purposeful. Dig.

half) editions of *Gran Turismo* we'll never know. At least here that annoyance is circumvented entirely with the lack of shopping, and if you want to ignore the tuning completely that's OK too.

Still, even though it's not going to take long to finish, there are at least a few unlockable 'presents' to look forward to, right? Er, well... there are four presents, it's true, but they're more like 30th birthday socks than 15th birthday mountain bikes. Few could be interested in watching opening and ending movies, so that's them getting tangled up in the wrapping paper and thrown away unnoticed. A third is access to the pod race, a sad, slow little affair that would even come up short on an episode of *Robot Wars*. Novel, but not exciting. And the fourth and final 'special' present is a gift of ten million credits to transfer to your GT3: A-Spec bank account. Useful. But it rather drives home the point that you're much better off playing the real thing in the first place.

/ STEVEN WILLIAMS



GORGE THE GORGEOUS Tokyo is a fantastic track for the DTM monsters.

VERDICT		PSW
UPPERS	DOWNERS	
• More immediate	• Nothing really new	
• New cars to gawp at	• It's less of the same	
• Staggeringly good looking	• Lasts the blink of an eye	
• It's a snack between GTs	• We want new tracks!	
GRAPHICS	• Beautiful, which goes without saying really	9
SOUND	• Complex and impressively recorded sounds	8
LIFESPAN	• Not its strongest suit. Finished in no time	4
OVERALL SCORE		
Gran Turismo Concept is Arcade GT3, only shorter. Yes, there are new cars – and a few old ones with new paint – but many are unexciting. More new tracks would have transformed this.		
7		



# REVIEW

COMMANDOS 2: MEN OF COURAGE



BOOK A  
FEW WEEKS  
OFF WORK  
(OR  
PERHAPS  
SCHOOL)  
AND SETTLE  
DOWN  
WITH THE  
MANUAL







### COO-EE! ANYBODY HOME?

YOU'RE NOT JUST LIMITED  
TO WORKING 'IN THE FIELD'  
IN COMMANDOS 2.

IT'S WISE – IN FACT, IT'S ESSENTIAL – TO SCOPE OUT rooms before you head inside. Often there'll be guards hanging around, and if you're unlucky there'll be patrols as well, so make sure your back's covered and take your time reconnoitering the place. The best way to deal with multiple enemies is to toss a grenade through the window (fun, too) but this might be a bit noisy at times. But slip inside, figure the right order to punch them out – and the best places to hide the bodies – and you'll reach your target regardless. It just takes a bit of patience. Um, a lot of patience.



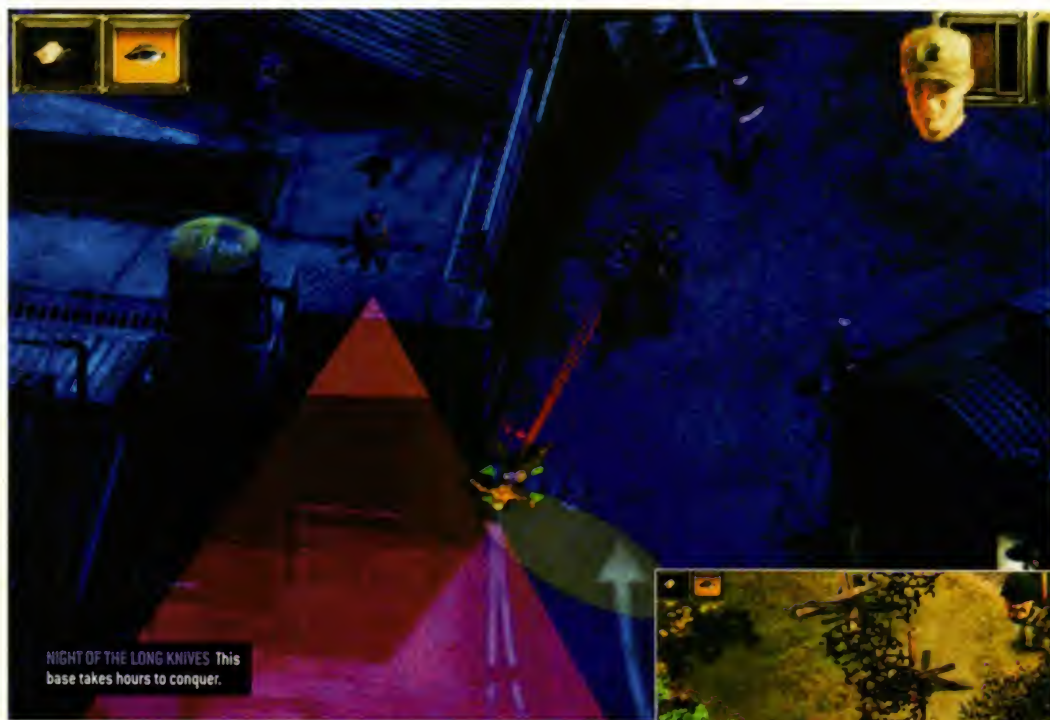
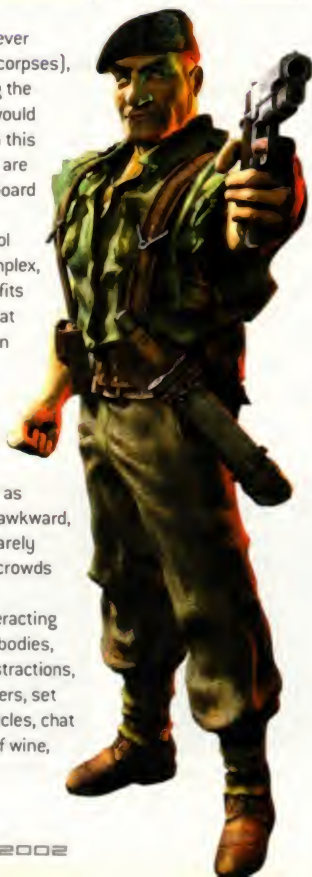
SCOPE OUT Two soldiers – hard to deal with from inside.



FIRE IN THE HOLE! Watch the bodies fly out the window!

brandishing a suitable medical kit, however (luckily the guards are uninterested in corpses), which at least goes some way to easing the staccato screw up/reload rhythm that would otherwise pervade. The second factor in this game's rock-face hardness is that there are more controls to master than the dashboard of Michael Knight's car.

Let's make this clear, too – the control system is hard to learn because it's complex, not because it's badly designed. It benefits over the point-and-click PC version in that you have direct control over your chosen character with the left analogue stick, which means you never find your elite special forces co-manly-dos taking an unexpected and suicidal path around the wrong side of cover to reach the assigned point. Certain operations such as selecting your men in groups are more awkward, true, but the game's nature means it's rarely advisable to move the chaps around in crowds anyway. Movement is easy: the real complications come when you start interacting with your environment. You can search bodies, climb poles, swim, dive, crawl, throw distractions, tie up guards, carry unconscious prisoners, set traps, steal uniforms, commandeer vehicles, chat with guards in German, poison bottles of wine, leap from windows, trade items...



NIGHT OF THE LONG KNIVES This base takes hours to conquer.



BEHIND THE LINES Momentous events off-screen appear in a small pop up window. They're all dead.



MINE FURIOUS Only the Sapper can defuse the deadly mines.



INNER SANCTUM Many buildings have interiors – find stuff!

There are buttons for all of these, of course. Pyro has done a good job of making most of it quite obvious, giving players icons to indicate which of the two basic modes you are in – Offensive or Interaction. It's as simple to flip between these as it is vital to remember which one you're in – we once took out a whole platoon of allied soldiers with a grenade instead of looking in a box. Oops. This must be that friendly fire we keep hearing about. Still, after perhaps 20 minutes of playing and referring back to the manual to find out how to, say, sit down, you'll have got most of the basics down. It requires a bit of effort. Impatient? We told you to run away!

#### WHISKEY IN THE WAR TONIGHT

So the range of abilities these soldiers have is vast, but none possess them all. Each guy or gal has his or her own strengths and weaknesses, which is inevitable but manages not to feel like it. What makes the game such an interesting challenge is the way it makes you combine their various abilities in order to succeed against overwhelming odds – when your tactics work they work perfectly, such is the razor's edge you're running here. In *Commandos 2* there's perfect and there's abject failure, nothing else, so if you mount a flawed attack you'll be overrun. Success is highly satisfying, and yes, failure can be commensurately frustrating. Remember, there's a war on.

Abilities limit individuals in what equipment they can use. Mercifully anyone can pick up any item, but mines will not show up in the actionable items list of the thief, for instance, despite being visible in his inventory. If you want to use them, you'll have to give them to the Sapper. The spy can fool high-ranking Germans with enemy uniforms and his casual Bavarian banter – "Schau mal! Da brennt ein Eichhörnchen und es macht sich über dich lustig!" – but is too feeble to tie up people he's knocked out. The thief is the fastest and most agile of all, but can't use heavy weaponry; the diver is the only one who can use the scuba gear so he doesn't drown after a short period underwater... you know the drill, but here the differences are many and subtle, not to mention totally consistent with the characters.

It can cause problems, however, when you realise that the able character and the necessary equipment are separated by quarter of an hour's worth of sneaking and hiding, but don't throw the pad down just yet – this is where Whiskey the dog comes in. Whiskey can actually carry several items, having an inventory of his own, and can be quickly sent between combatants with vital supplies. The guards pay little attention to him. At least, they don't unless you want them too... set off barking, the dog can easily distract a troublesome Nazi for long enough for you to slip past. Whiskey isn't on every mission however, but even if you





**OOH, WHAT'S THIS!** The early tank invasion won't occur until you're good and ready. Save beforehand.

have to meet up in person to swap equipment, there are still plenty of diversions to help you get there. Cigarettes and wine both work very well when thrown into a guard's field of vision, and the alcohol momentarily incapacitates them. Chuck in a few pills and they'll be out for the count... or you could try the decoy radio, or tapping on a wall, or sending Spike the rat out to turn summersaults in front of them... as you can see just from this one aspect, there are an incredible number of ways to get what you want in *Commandos 2*.

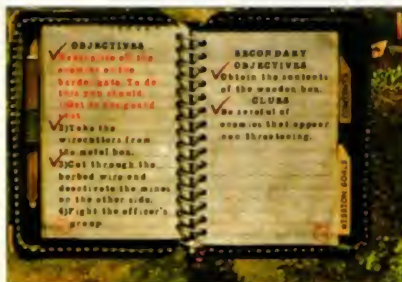
#### ATTACKING THE FRONTLINE

Perhaps the worst thing is that it's frequently quicker to reload than deal with a situation gone Fubar. Enemy responses can be devastating, and faced with a difficult five minute rescue mission it's often preferable to mount an incursion on the loading screen instead. For instance, one early mission features an assault by troops and, finally, a tank, and if you're troops aren't positioned just right – and you need to organise the allies you've just relieved as well – it'll all be over very quickly, and not in your favour. Then the Germans will win the war, probably, Hitler rising to bleed the world to death as its tyrant, injustice heaping upon injustice like the twisted bodies in the death camps, pockets of desperate resistance met with escalating responses until the new atom bombs heat the earth's surface so violently it cracks and the

## / IT'S OFTEN QUICKER TO RELOAD THAN DEAL WITH A SITUATION GONE FUBAR /



**INTIMATE** Only seconds before, the sailors were holding hands.



**1200 HOURS** The filofax contains your dental appointments.

interior vapourises into space, ending humanity's pitiful reign halfway through a sharply drawn collective breath. And it'll all be your fault. You can see the stakes here. You bastard.

Then again, they are commandos, and they do operate in small groups behind enemy lines. It should be tough. All-out fighting is never advisable, but occasionally the pleasure can flag as the pace continues to plod steadily towards the resolution. Large missions can be such a labour of love that finishing them actually becomes a double edged sword – you've defeated them, you've won, and now you want to cut loose and celebrate. But all you've got is another massive, stealthy mission instead. It's the nature of the game, we suppose, although Pyro has clearly taken steps to try to distract you from the repetition at the core of it all.

For starters, it's all quite beautiful. As you can see, each of the hand-drawn levels is drenched in detail, and the excellent sound only adds to the atmosphere. If you enjoyed the classic war films as a child (or even still now, of course), then there's considerable fun to be had just in sightseeing. You always see things from that angle, naturally, but each scene can be rotated 90 degrees at a time and zoomed in. Missions involve subterfuge as well as stealth, which brings a nice change – strutting about in front of unsuspectingly dumb fascists is fun, and the higher-echelon officials' knack for spotting your hooky uniform keeps it tense. And



**BURNING SENSATION** Grenades – a great long range weapon.



**THAT'S MINE** Boats – better than motorbikes for water missions.



**WIRE WE HERE?** Roadblocks require stealth. And trousers.

the inclusion of uniquely skilled individuals, bringing different skill sets to groups of varying sizes, also adds variety to the mission structures. At heart, though, it's all about observing the patrol habits of guards and dealing with them, either with cunning, stealth or violence. Some sections are puzzles on their own – three guards, all of whom can see each other? How do you take them out without the balloon going up? – but the colossal amount of time it takes to finish this game only magnifies the unchanging essence of it. Be patient however, real commandos don't run away.

/ STEVEN WILLIAMS

VERDICT		PSW
<b>UPPERS</b>		<b>DOWNERS</b>
<ul style="list-style-type: none"><li>- As good as the PC version</li><li>- No problems with the pad</li><li>- Incredibly involving</li><li>- Beautifully detailed</li></ul>		<ul style="list-style-type: none"><li>- Hardly pick up and play</li><li>- Very complex controls</li><li>- Unforgiving</li><li>- Ultimately a little repetitive</li></ul>
<b>GRAPHICS</b>	- Highly detailed and gorgeous	9
<b>SOUND</b>	- Deep, booming and dramatic	8
<b>LIFESPAN</b>	- Years, if you can cope	8
<b>OVERALL SCORE</b>		8
It should be called <i>Commandos 2: Men of Patience</i> , but it's a corker nonetheless. Avoid if you like immediate thrills, but if it's depth you want, dive in. It's quality through and through.		





FASHION PARADE Our hero shows off his debonair style to the hapless Germans.

# PRISONER OF WAR

ESCAPE TO VICTORY WITHOUT KILLING A SINGLE GERMAN OR KICKING A SINGLE BALL.

TYPE	ADVENTURE
PLAYERS	1
OUT	NOW
DISTRIBUTOR	OZISOFT
PRICE	\$99.95
DEVELOPER	WIDE GAMES
RATED	M15+
SEE IT ON DVD	
/ Sneaking about / Climbing over fences / Guards with torches / More sneaking about	

## ICO HOLDS THE UNIQUE

distinction of being the most relaxing thing we've played this year. Gaming experiences don't come more chilled on PS2. Like a digitised alternative to fine port, a pair of slippers and a smoking jacket, *Ico* is something you can sit back and enjoy without breaking a sweat or waking your languid fingers from their evening stupor. So when we first got wind of another cunning think 'em up, where guns were a non-starter and merely wandering about taking in your surroundings was a prerequisite for success, we could sense another Hamlet moment coming on.

Despite the inevitable visions of Nazi nastiness that the term 'prisoner of war' conjures up, this game steers well clear of anything that could possibly prove offensive or unpleasant. Instead it combines the grudging, military, Anglo-German respect of *The Great Escape* with almost comical stereotypes more commonly found in the likes of 'Allo 'Allo. Over the top accents, portly German generals and tally-ho stiff upper Britishness are the order of the day... at least as far as the full cast of supporting roles.

Once again the all-conquering, world-saving, wholesomely heroic Americans snag the lead role, while the plucky Brits, Belgians, Dutch and French cast sit by and wait for divine intervention from across the Atlantic. *POW* joins the ever growing band of games guilty of emulating their Hollywood cousins by making us think that everyone in Europe sat around sipping tea, waiting to learn

German before the good ol' US of A arrived to save us all. So prepare yourself to take on the role of serial escapist US Captain Lewis Stone.

He's not a bad bloke actually; proud of his leather jacket, likes the odd flutter and the fortunate possessor of fence scaling abilities Peter Parker would be proud of. He's also none too keen on German hospitality and wants out of his prison camp at the first opportunity. But to get that opportunity there's a lot of groundwork that needs to be laid beforehand.

## AND YOU THOUGHT SCHOOL DINNERS WERE BAD

*POW* isn't just about fashioning the most effective or elaborate escape route, it's just as much about immersing yourself in the 1940s prison camp way of life; in particular, the daily routine of morning and evening roll calls and your three main meals. Miss one of the line-ups and the whole camp is put on alert to hunt you down and lock you up in the cooler for some reflective contemplation of your misdemeanours. Meal times result in every area apart from the mess hall being out of bounds. It's up to you to work around this seemingly restrictive schedule to get your own plans under way.

In fact the daily camp grind isn't nearly as inhibiting as it might sound. Roll call is over within a matter of seconds and the need to get back before the next deadline makes each foray out of bounds markedly tense. And if you can't stand another mouthful of bratwurst you can easily escape the confines of the mess hall and wander



IT'S A FAIR COP Stand still when apprehended or they'll shoot.



TIN CAN ALLEY One of the more enjoyable gambling mini-games.





**THE DAILY GRIND** Follow the others when you're new to a camp to find out where to go.



**JERRY MEANDERING** Steer clear of the guards when looking around. They notice anything suspicious.

## / CHATTING TO EVERY PRISONER IS THE ONLY WAY TO WORK OUT WHAT YOU NEED TO DO NEXT /

the restricted areas, as long as you stay out of sight. But before you go stumbling into a gaggle of Nazis on foot patrol, it's best to glean all you can from your environment and your fellow inmates.

### TURN LEFT AT FRANKFURT

Initially the world in *POW* is not an easy one to navigate. Without a map, and buildings that all look identical, the only way to work out which way is freedom and which way is Berlin, is to prise every snippet of information from your fellow Allied captives. This is where *POW* starts to walk a dangerously fine line between a pensive, reflective, patiently determined gameplan, and tedious repetition of unexciting tasks.

Chatting to nearly every prisoner in order to uncover important information is essential to your progress, as it's the only way to work out what you've got to do next. It's not long before having to follow every single conversation choice that pops up on screen, so that you don't miss out on anything useful, starts to become incredibly laborious. It makes you feel like you're reading an instruction book rather than actually playing the game. The fact that some of the verbal exchanges can be out of context depending on who you spoke to first doesn't help much either.



**THE GOON SQUAD** Miss roll call and this lot will hunt you down.



Talking to your fellow captives isn't all tedious information gathering though. They all conform to the usual stereotypical roles, so that you'll encounter the crafty spiv who can get you anything at a price, the dodgy gambler who'll give you a chance to double your money at dice, or just enterprising soldiers with information to impart or the offer of help in evading guards – but only if you've got enough currency.

However, once you've had enough of the gambling mini-games, which include an entertaining version of tin can alley, escape is once again your priority. What you'll have deduced from your numerous chinwags is that making a break for it isn't just a matter of finding the wire cutters and waiting 'til dark to make it through the

fence. Things are much more convoluted with a whole chain of tasks needing to be completed before you can attempt your escape. Keys need to be stolen, disguises filched to make it past German patrols, crowbars obtained to break through locks and Allied officers won over with acts of cunning and bravado.

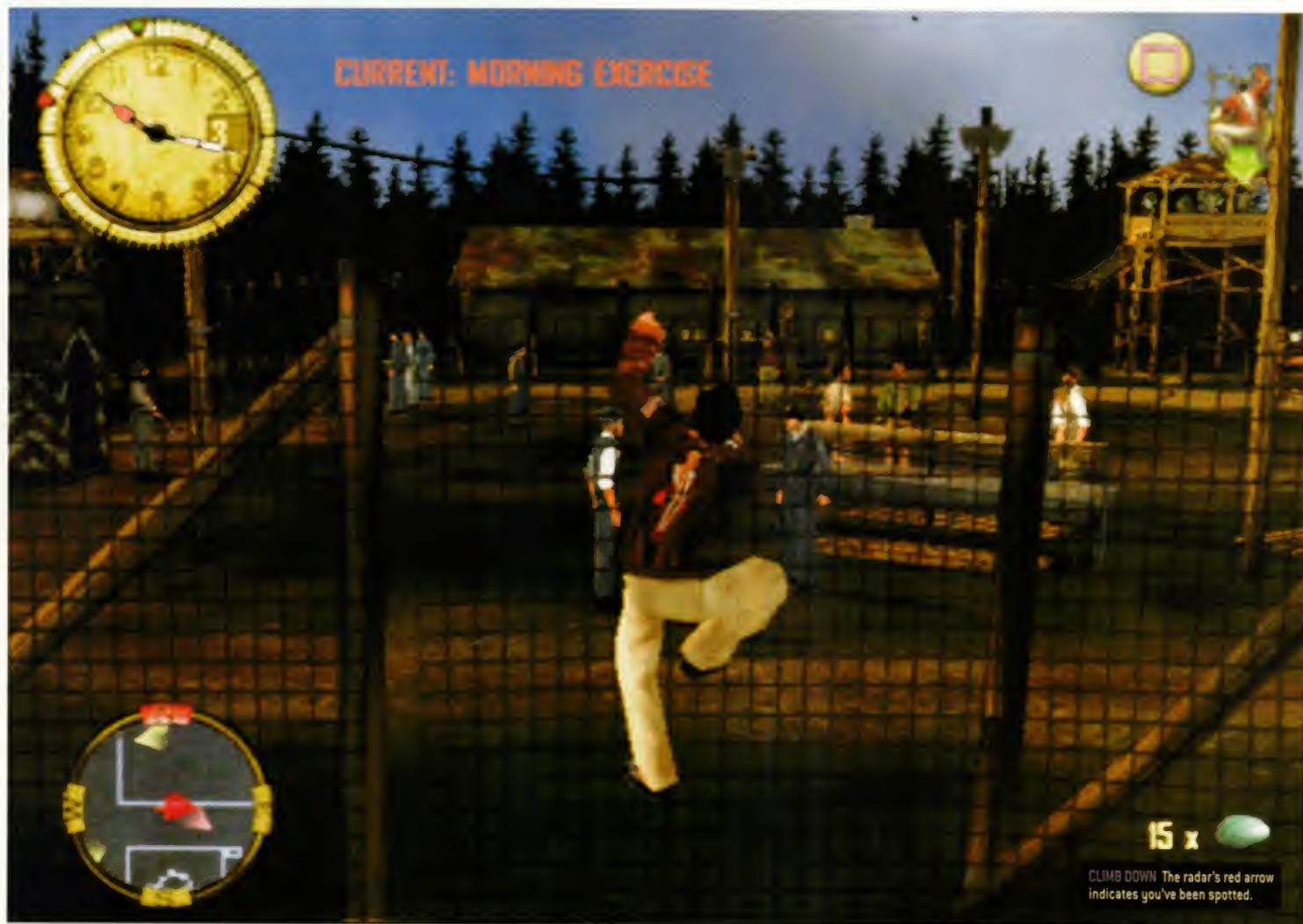
For instance, your very first task upon finding yourself at camp Stalag Luft is to prove your credentials to the escape committee by playing a music tape over the loud speakers to boost morale. Even though it's a relatively simple task it still requires finding someone who knows where the Administration building containing the tannoy controls is situated, discovering how to distract the soldiers using advice from the longest serving inmates, reconnoitering the guard patrols around the building and then stealthily making your way across the camp without being caught in possession of the music tape. Every escape attempt is the accumulation of a number of diverse parts that have a domino effect on one another.

Of course, the most important constituent of all of this intricate preparation is being able to sneak around without getting a Luger jammed into the nape of your neck. In a similar fashion to *Metal Gear Solid*, you've got a small radar on screen that highlights guards in the local vicinity and the direction in which they're looking. Similarly, >



**I SPY** Peeking through keyholes is imperative for success.





15 x CLIMB DOWN The radar's red arrow indicates you've been spotted.

## / YOU DON'T HAVE TO SPEND TEN MINUTES HIDING IN A CUPBOARD WAITING FOR THE GUARDS TO LEAVE /

Stone will back up against the wall to keep out of sight and tap the wall to distract guards. With all this likeness to *MGS* it's just a shame that the camera doesn't work as well.

### SACK THE CAMERAMAN

When you get stuck in tight situations and desperately need a good view of what the nearby soldiers are up to, the camera more often than not gives you a close up look at the back of your own head. A system similar to that in *Jak and Daxter*, where you can zoom in and out as well as pan around, would have been the perfect solution, but instead the camera in gets balked by the scenery far too often.

It also makes entering and leaving buildings a nightmare. As the perspective suddenly changes on your way into and out of a building, you'll find

yourself clumsily stumbling about and banging into walls like a blind drunk as you try to re-orientate yourself. It's incredibly frustrating when you've got a soldier pursuing you and your only means of escape is a sharp detour into a building to hide. Walloping into a wall because of the dodgy camera and struggling to get past the door can spoil all your careful work.

Then again you've always got a chance when the guards veer from impressively intelligent to moronically stupid so erratically. Most of the time the Germans are very astute, monitoring your movements and calling reinforcements if you're spotted on the loose. But if you're ever near a vehicle or a pile of wood that can be crawled under, you can quickly scramble beneath in full view of a guard and he'll just walk away as if suddenly struck by a severe case of amnesia. It gives you an opportunity to evade soldiers but at the same time totally spoils the whole illusion. The bright side is that they wander off a lot quicker than those in *MGS2* so that you don't have to spend ten minutes cowering in a cupboard waiting for the guard to

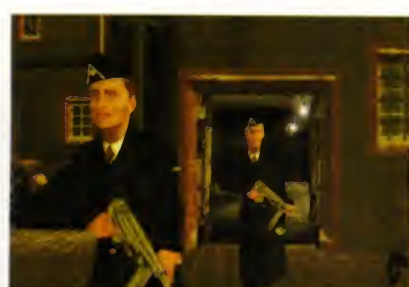
resume his patrol elsewhere.

As you become more familiar with the camp and begin to learn the patrols, the camera niggles and intelligence foibles tend to dissipate as you get caught up in the tension of it all. Seeing your plan develop solely through your own efforts is tremendously rewarding. The helpful controls only add to the growing enjoyment. Buttons have different uses depending on your present situation and they're clearly highlighted on screen with little icons of a man climbing, peeking through a keyhole or knocking on a wall, showing you what each button does. And if things start to go a little awry, the music cleverly changes to crank up the anxiety one extra notch, although it sounds suspiciously like the musical score from the movie *Predator* to us.

Unfortunately just as the intelligent maturity and satisfying challenge is winning you over, the end of mission cut-scenes kick in to further the story. Considering the difficulty of each task and the serious thought required to be successful, these amateurish cinematics totally ruin the whole



NO MATE Playing games didn't do Kasparov's popularity any good.



YOU CAN RUN BUT YOU CAN'T HIDE Looks like a night in the cooler.



# I WANT TO BREAK THREE

EVERY SUCCESSFUL ESCAPE WELCOMES A HIGHER SECURITY COMPOUND. THE GERMANS HAVE THREE SECURE RESIDENCES JUST FOR YOU.

## 1 HOLDING CAMP



A low security prison run by a comical Commandant straight out of 'Allo 'Allo. You're one of only four captives, so it won't take too long to discover the ins and outs of the place. Security isn't too tight and the currency is pretty easy to come by.

## 2 STALAG LUFT



A similar look to the Holding Camp, but much tighter security and a much more imposing Commandant. Finally it's time for some tunnel building, but the theft of some top secret plans presents a much bigger challenge than merely breaking free.

## 3 COLDITZ



The intimidating Colditz castle takes things up another level with its airtight security, especially in the light of some suspicious plot that seems to be afoot with the Nazis. Suddenly escape is no longer your top priority as you discover their secret.

## 4 STALAG LUFT AGAIN



An intentional return to your previous incarceration, but this time with a new agenda. The direction of the entire war now lies in your capable hands. After your last escape, security has been beefed up making it much harder to move around the camp.

## 5 COLDITZ AGAIN



It's time to face the devious General Stahl and find out exactly what he's up to. Things are coming to a head and it's all down to you to scupper whatever it is the Germans are up to. Your escape will also be pretty spectacular if you survive that long.



experience. Graphically inept with some woeful attempts at humour that just end up embarrassingly childish, they spoil the whole feel and atmosphere of the game. It's almost as if the makers couldn't decide whether to make this a serious challenge or a wry, light-hearted romp, ending up in some unsatisfactory no-man's-land between the two.

### NIBBLING AT YOUR PATIENCE

Unfortunately *POW* fails to create a world where you can casually go about your everyday business, gradually formulating your plan of escape. It never feels like anything more than a preset series of stealthy tests. And what should have been a leisurely, thoughtful experience is instead an incredibly exacting one that gnaws at your patience with each failed attempt. Every small task has a very fine balance between failure and success, so be prepared because it's one you're going to upset again and again before eventually fashioning your escape. It's still a uniquely rewarding experience but one that requires an abundance of endurance.

Overall the *POW* experience veers radically from confusion, tedium and frustration to intrigue, satisfaction and exhilaration and then back again throughout. With each escape from your imprisonment and each subsequent incarceration in a new prison camp, every feeling, good and bad, is repeated for your pleasure and pain: the initial

bewilderment at your new surroundings; the tiresome conversations you have to trawl through; the building rage as you attempt the same task over and over and over again; the growing enjoyment as you begin to feel familiar with your surroundings and your plan starts to take shape; the delight and self satisfaction every time you successfully outwit the German guards; the elation of the escape; the dismay at the terribly poor movie scenes. *POW* is a flawed attempt at something different that we so want to love but can only appreciate through gritted teeth and balled fists.

/ MIKEY FOLEY

### VERDICT

PSW

#### UPPERS

- Helpful control icons
- Context sensitive music
- Gambling mini-games
- Good voice acting

#### DOWNERS

- Dodgy camera
- Trite humour
- Too much conversation
- Far too exacting

GRAPHICS · Functional in game visuals, ropy cut-scenes

6

SOUND · Clever context-sensitive music

7

LIFESPAN · Five prisons present a sterling challenge

6

### OVERALL SCORE

An attempt at something different that almost comes off, but not completely. Maybe it's just a bit too realistic. How much fun can six months in a POW camp really be?

6





# MEN IN BLACK II: ALIEN ESCAPE

WILL YOU CHOOSE AGENT JAY OR KAY? 'COS WITH NO CO-OP MODE, YOU CAN'T CHOOSE BOTH.

TYPE	SHOOTER
PLAYERS	1
OUT	NOW
DISTRIBUTOR	OZISOFT
PRICE	\$99.95
DEVELOPER	MELB HOUSE
RATED	GS+

**DESPITE THE BARRAGE OF SNIDE** comments I've had to endure and likely will have to continue enduring over the coming weeks, I'm going to come right out and say it for the record: Men in Black II: Alien Escape is one of the bloody hardest games I have ever played. Your incredulity at this point is completely understandable. After all, Infogrames Melbourne House obviously had a somewhat younger demographic in mind while developing MiB II, so it seems strange that they would make it so extremely difficult to play. But



**STREET CLEANER** Just another day in Redfern, really.

there's the rub you see, for the game's cartoony exterior belies its true nature as a super-tough shooter that'll gobble up any assumptions you might have had about it and spit them right back in your smirking face.

For example, the gameplay structure of MiB II is quite simplistic in theory, but actually turns out to be exceedingly difficult once experienced in game. Shooting alien hordes with big laser guns doesn't sound like anything someone's kid brother couldn't handle, but the fact is that some of the toughest games in the history of videogaming have sported exactly that kind of gameplay. It has been observed, for example, that MiB II plays very much like a next-gen upgrade of Smash TV – one of the most difficult arcade shooters to come out of the golden-era of the early 90s. Like Smash TV, MiB II gets the player to choose one of two practically identical characters with which to blast seven shades of green slime out of a seemingly endless deluge of alien monsters. Again like Smash TV, MiB II features a set of core weapon types that can be upgraded with a set of outlandish powerups that become more powerful as the game progresses. MiB II also sports one of the most god-awful control schemes we've ever seen. Just like Smash TV.

## SPAWNING LEGION

Unlike Smash TV, however, MiB II is viewed from a third-person perspective on a 3D playing field. What this means in terms of gameplay is that it's almost impossible to keep track of the alien beasts ceaselessly spawning around you in all directions, making an already tough job even tougher. The inability to see to the rear of one's character (Er? – Ed) not only makes it easy to get chopped up by backstabbing enemies, but also makes it difficult to retreat from foes up front. This is exacerbated further by the previously mentioned shoddy controls and the fact that the player character models have an annoying habit of sticking their head right in front of the camera, completely obscuring the view and making proceedings just a tad more frustrating than they probably should be. A typical scenario will see the player retreating in the face of an advancing alien horde only to find that they've run into either another entirely new, recently spawned gang of violent monsters or into a dead-end they forgot was there simply because they couldn't see behind them. Of course, there is a 'quick-turn-around' button for instances such as these, but it rarely works well and even when it





## MIB AND A,B,C

### PECKING ORDER EXAMINED

In the original MiB movie, Kay (Tommy Lee Jones) recruits a new Jay (Will Smith) after the old Jay (some old guy with a moustache) retires. Now, given that Kay is a veteran MiB and that the head of the organisation is code-named Zed, one might reasonably assume that MiB ranks ascend alphabetically. If this is the case, then why did Will Smith enter the organisation at the letter J? Assuming that there are other MiBs, one would think that he would have become A while the former A became B and so on. Is there an A somewhere that has been overlooked for promotion while some cocky new upstart pulls the big ranks straight away? Is A for apple, or the seething anger of an overlooked underling waiting for and plotting his ultimate revenge?



does, one will still find that they've been shot in the back several times before a suitable safe-haven has been reached.

Compounding all this is the fact that Infogrames Melbourne House has forgotten to include a very important feature necessary to the success of rock hard shooter such as this: a two player co-operative option. Whether or not it was a conscious decision or an unavoidable consequence of launching the game in time for the movie, the lack of a co-operative mode in MiB II is an enormous letdown. The game's action focus and two uber-stylish protagonists simply scream out for a dual-player blast-fest and the inclusion of such an option would have undoubtedly negated the game's intense difficulty level.

### RESTART NIGHTMARE

Similarly inexplicable is the complete lack of save-points throughout MiB II's many long levels. At the start of any given scenario, Jay and Kay are given three lives, a few guns and one smart bomb to deal with a whole mess of alien slimeballs. While the guns and the smartbombs usually grow in number, the lives generally do not and losing them all before the end of an area means a complete restart from the beginning. Given that some of the game's levels are absolutely bloody huge, this quickly becomes bash-your-cat infuriating and you'll often find yourself taking long 'calm down' breaks between retries very early on. This kind of behaviour is not a good sign and is unfortunately indicative of how most people will react to MiB II as a whole.

/ WHILE THE GUNS AND SMART BOMBS USUALLY GROW IN NUMBER, THE LIVES DO NOT /

Well, for the most part at least. Despite the copious booting MiB II has received in this review, it is imperative that the reader know the game is not at all terrible. In fact, it can be quite enjoyable to play for a few hours at a time. The big problems come when one is not playing it. When one is pressing start in order to restart a given level for the thirtieth time in one sitting – it's then that the game's many flaws become apparent. But while you're in the thick of it, back flipping around and blasting aliens into dust, you can't help but smile and enjoy yourself. It's good, clean, wholesome fun in the old-school sense of the word. It's just unfortunate that it had to be marred by so many regrettable mistakes.

/DANIEL STAINES

### VERDICT

PSW

#### UPPERS

- Good fun for a while
- Unique MiB charm
- Reminiscent of some great old-school shooters

#### DOWNERS

- Really, really hard
- Shoddy controls
- No two-player mode
- No save-points

GRAPHICS - Colourful, yet only functional at best.

5

SOUND - Poor, especially the MiB voice samples.

5

LIFESPAN - A good challenge provided you stick with it.

6

### OVERALL SCORE

A potentially good game marred by extreme difficulty. Much like the movie, this is good rental fodder but generally not something one would really want to buy.

5





CHARIOTS ON A FLYER Different road surfaces affect your grip.



MADAM WHIPLASH Every contestant has a unique weapon.



# CIRCUS MAXIMUS

FIGHT UNTIL THE WHEELS FALL OFF. AND THEN KEEP FIGHTING.

TYPE	RACING
PLAYERS	1-4
OUT	NOW
DISTRIBUTOR	THQ
PRICE	\$89.95
DEVELOPER	KODIAK
RATED	GS+

SEE IT ON DVD

- / Pert buttocks
- / Men in dresses
- / Masked ladies with whips
- / Big shiny helmets

## WOULDN'T IT BE GREAT TO HAVE

some of those spiky blades fixed to your car wheels like they had in *Ben Hur*? That'd teach those Volvo drivers not to cut you up. There's nothing like a good bit of road rage to let off some steam, and the Romans had it spot on with their no holds barred chariot mayhem. *Circus Maximus* recreates the chaos with a *Road Rash*-style driving/battle game.

Before each race you get to choose your horse, chariot, driver and fighter, and immediately things start to look a bit iffy. Despite the entertainment we regularly get from picking Rebeka from the Isle of Lesbos as our driver, it doesn't take long to realise that the differing abilities of each component are rendered meaningless because of one major oversight.

Usually in games you're given the dilemma of having to weigh up the pros and cons of each vehicle, either plumping for good grip at the

expense of speed, or acceleration over sturdiness.

In *Circus Maximus* they've totally missed the point, including one entrant in each category that's perfect in every department. So much for the choices then, it's the Ferrari/Michael Schumacher combo of the Roman racing scene or nothing.

But don't worry, once the racing starts it seems to make no difference what abilities your horse and driver possess anyway. The whole racing element (cornering tighter than the opposition, using your horse whip wisely for well chosen speed bursts...) feels totally arbitrary as your opponents always seem to catch you up and you can never eke out a lead by nifty racing techniques alone. In the end it's just a matter of steering left and right and concentrating on beating your opponents into defeat.

Fighting is relatively simple with the ability to wallop your competitors, power up your attacks and duck their blows. It's all very confused as you try to steer your chariot at the same time. Health points throughout each course can be used to top up your levels but it doesn't take too many hits to send you sprawling across the track. The situation is exacerbated by your rivals' tendency to sandwich you in a three-way fight with no way out

but beneath the wheels of your own chariot. The best technique for success is to force your challengers into the trackside scenery and then romp off into the distance.

No matter how hard we tried, how nice the tracks looked and how clever the branching paths and secret short-cuts were, we never felt fully in control of any element. Too much seems to be left to chance in the single-player game. It's actually a lot more fun in multi-player, where one person steers and the other fights. Four-player battles can prove incredibly competitive and considerably abusive, but it's short-lived.

Overall, *Circus Maximus* is an inept attempt at something different. Just about every feature lacks that extra layer of thought and class that the best racing games exude. With a little more effort it could have been a very pleasant novelty. Instead *Circus Maximus* ends up as merely briefly distracting, before the feeling of randomness starts to tarnish the entertainment.

/ MIKEY FOLEY



LEFT AT STONEHENGE Force rivals into the scenery to win.



SMACK THE PONY Whip the horse for a brief speed burst.

VERDICT	PSW
<b>UPPERS</b> <ul style="list-style-type: none"> <li>Good with three mates</li> <li>Branching tracks</li> <li>Amusing costumes</li> <li>Plenty of tracks to unlock</li> </ul>	<b>DOWNERS</b> <ul style="list-style-type: none"> <li>Pointless chariot selection</li> <li>Uninspiring visuals</li> <li>Rubbish looking crashes</li> <li>No Chariton Heston</li> </ul>
<b>GRAPHICS</b> - Imaginative but dated looking	5
<b>SOUND</b> - "Dof"s and "thwack"s aren't meaty enough	4
<b>LIFESPAN</b> - Roughly that of a gladiator	5
<b>OVERALL SCORE</b> It's not so much that the fighting/racing combination doesn't work, more that each element lacks the depth needed to really work as either a racing or a fighting game.	5





ROCK 'N' ROLL The old banana skin on the floor trick works its magic once more.



THAT SINKING FEELING Semi-automatic weapons still work surprisingly well underwater. Golly!



WHAT A DRAG They certainly enforce the no smoking policy with impressive vigour.



ATTACK OF THE CLONES More varied enemies would've been nice.



ENJOY YOUR STAY This is the LA hotel we stayed at during E3.

# THE OPERATIVE: NO ONE LIVES FOREVER

FILE UNDER 'AUSTIN POWERS MEETS DEUS EX'

TYPE	SHOOTER
PLAYERS	1
OUT	NOW
DISTRIBUTOR	VIVENDI
PRICE	\$99.95
DEVELOPER	MONOLITH
RATED	M15+

So let's get right to the point: is Cate Archer, budding intelligence agent and star of *The Operative: No One Lives Forever*, simply just the female incarnation of that other hip, floral wearing govt agent that you just love to hate (or hate to love, or even love to love?) – Austin Powers?

No. Oh absolutely, thank-you-very-much, no. Nope. While there are similarities, the lead character of this spy-film satire displays more palatable musings, and the game features a story that's intelligently written and compelling from beginning to end. And not a cheesy "shag-a-delic"-style retort in sight.

The game begins with Cate Archer just itching for a break within the brightly painted halls of super secret anti-terrorist organization UNITY, where she finds herself tied to the more mundane bread and butter work of the group. Lo and behold, opportunity knocks: little known criminal cadre known as H.A.R.M. picks off half of UNITY's active secret operatives so UNITY control have little choice but to send out their "greens" to investigate. And the investigation naturally leads you to many exotic locations around the world.

At Cate's disposal against H.A.R.M.'s agents is a

huge arsenal of weapons and gadgets. These cover the more traditional tools of negotiation such as hand guns, sniper rifles and semi-automatic weaponry, to the less bombastic and conspicuous toys of the spy trade (lock picks, camera disablers, safe crackers, camera and infra-red mounted sunglasses, lipstick explosives to name a few). As a secret agent, subterfuge is one of your most powerful abilities and *NOLF* provides ample opportunity to display these (these techniques are introduced and taught to you early in the game via training missions at UNITY HQ).

What follows is simply engaging action that is beautifully varied and paced. *NOLF* plays like an unravelling James Bond flick, which means that in-between the all-out gun battles and the many exceptional movie cut-scenes to be had throughout, there's plenty of sneaking around and reconnaissance required. As a result, *NOLF* is a game that rarely ever becomes tired. One minute you'll be popping-off would-be assassins on a city street and the next you'll be sneaking around enemy territory with nary a weapon drawn, trying to avoid detection by security camera or sentry guards. Another sees you following a trail of secret agents to discover your next mission objective -

the action constantly changes.

It should be pointed out that *NOLF* is a PC port. Little has been done to the engine since its original release two years ago, and as a consequence the visuals are simple and lacking when compared to some the PS2's more recent action offerings. The neat thing is that you'll stop noticing and fall under its charming character and challenging gameplay.

/MARCH STEPNIK

VERDICT		PSW
<b>UPPERS</b>	<b>DOWNERS</b>	
· Varied action sequences	· Dull visuals	
· Huge arsenal	· Can be quite challenging	
· Great music score	· No multiplayer	
· Cool and funny storyline	· Muddled voice audio	
<b>GRAPHICS</b>	· Two years old, but they do the job well enough.	6
<b>SOUND</b>	· You'll be humming the theme tune for weeks.	7
<b>LIFESPAN</b>	· Plenty of challenging missions.	7
<b>OVERALL SCORE</b>		7
No One Lives Forever is a rewarding take on the spy genre and first-person action with plenty of comic relief. Lots of fun, without being shagadellically cheesy.		



# TONY HAWK'S PRO SKATER 3

NOTED SKATEBOARDER GETS A LESS EXTREME PRICE.

TYPE	SPORT
PLAYERS	1
OUT	NOW
DISTRIBUTOR	ACTIVISION
PRICE	\$49.95
DEVELOPER	NEVERSOFT
RATED	M15+

## DESPITE THE INCREASINGLY

bloated Activision O2 range (Shaun who? Travis what?) and the occasional admirable effort from upstarts like EA (see *Freekstyle*, reviewed this issue), Tony Hawk remains the king of extreme sports videogaming. Not only does he have the enviable advantage of the most recognisable name, the Hawk franchise empire also lands carrying easily the best game. He clutches it in his beak, perhaps.

This third iteration was the first on PS2, and the benefits of this transition are obvious. The levels are bigger, for a start. Not as big as they will be in the conveniently upcoming fourth version, but

impressively endowed nonetheless. Neversoft had to hold something back for the next update, after all.

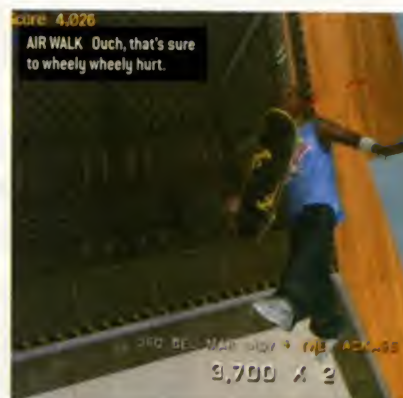
Tony Hawk 3 introduced flatland tricks to your skater's bag of, er... tricks, as well as the revert ability. Both these additions combined to enable access not only to lengthier trick combos, but greater freedom to pull them off at any time. The revamped challenge system also proves far more rewarding than that of THPS2, and certainly adds

significantly to the replay value. Despite the improvements, a few more levels and even more challenges would have made for a perfect package.

Still, Tony Hawk 3 stands as a model of sublimely tuned game mechanics. You don't even have to like or know anything about skating to enjoy it; the core gameplay is a joy to experience, while the reward structure provides ample incentive to attain that board-sneaker transcendent one-ness.

/ DAVID WILDGOOSE

**PSW VERDICT** 8



# TIMESPLITTERS

THE FIRST - AND STILL BEST - SHOOTER ON PS2.

TYPE	SHOOTER
PLAYERS	1-4
OUT	NOW
DISTRIBUTOR	OZISOFT
PRICE	\$49.95
DEVELOPER	FREE RADICAL
RATED	MA15+

At launch this was the best reason to buy a PS2. Amid the lethargic updates (*Ridge Racer V*, *Tekken Tag*) and useless novelties (*Fantavision*), *Timesplitters* shone like a beacon. Free Radical Design crafted a stupendously manic first-person shooter that sensibly shot first then neglected to

ask any questions whatsoever.

The single-player levels eschew any sense of story, instead there are diverse locations, guns, enemies, and plenty of frantic shoot-outs. Heightening the comic mood, the decidedly unrealistic character models are a refreshing break from the likes of *Medal of Honor* and *Deus Ex*.

*Timesplitters* is best in multi-player, however. The four-player split-screen Deathmatch, Capture the Bag, and Bag Tag modes remain the only excuse to actually own a PS2 multi-tap.

/ DAVID WILDGOOSE

**PSW VERDICT** 8





# WORLD RALLY CHAMPIONSHIP

TIRED OF CIRCUIT RACING? NO, THAT WAS A TERRIBLE PUN...

TYPE	RACING
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	SONY
PRICE	\$49.95
DEVELOPER	EVOLUTION
RATED	G

Appearing in stylish Platinum-hued packaging just moments before Colin McRae Rally 3 rounds the bend into your local games store, World Rally Championship has timed its drive to perfection. If only the same superlative could be used when describing the quality of the game itself. It's a solid rallying title, but far from perfect.

Everything is just so solid. It sports the official license of the WRC, as even our less astute readers would have surmised by the game's stunningly literal title. Besides the sales-generating WRC endorsement on the box, this of course means the cars, drivers and tracks have all the real-life fidelity the programmers could muster on a next-

generation console. Admittedly, it does look very polished, save for a small yet noticeable degree of pop-up. But that's the price you pay for draw distance beyond the call of duty. Of special note, the cars themselves are particularly nice in their, er, solidity.

All the typical modes are present and correct: championship season, time trials and a two-player split-screen option. The latter is pleasing when you consider the solitary nature of the conventional



rally experience. It's not really a true simulation, since the driving model tends towards the lenient and novice-friendly. Coupled with the generous leeway provided by the off-road areas and you have a distinctly arcade feel to proceedings. Which may explain the game's enormous sales figures.

Solid (there's that word again) yet unspectacular (even down to the crashes), World Rally Championship is fortunate to have such a headstart over Colin McRae. It's going to need it come late September.

/ DAVID WILDGOOSE

**PSW VERDICT 6**

# THIS IS SOCCER 2002

FOOTBALL SIMULATION FOR THE LITERALLY MINDED.

TYPE	SPORT
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	SONY
PRICE	\$49.95
DEVELOPER	SCEE
RATED	G

There are soccer games and then there's Pro Evolution Soccer. Konami's superb football simulation stands head and shoulders above all else.

It's the Real Madrid amongst countless South Melbournes (apologies to any South fans out there, but I'm sure you can appreciate the metaphor).

This is not Pro Evolution Soccer, but it's still pretty decent. TIS 2002 adopts a similar approach to the beautiful game, slowing the pace to lend a more realistic feel than EA's Kick-and-rush FIFA mindset. With players also responding better to the passes you play and moves you set up, it also has a satisfying tactical nous that elevates it above all but one of its rivals. It's still not PES though.

Where it does score over that game is in the presentation. If you want real teams, players and leagues, authentically rendered player models and

a thoroughly competent game of soccer, then This is Soccer 2002 is an ideal purchase, especially at this price.

/ DAVID WILDGOOSE

**PSW VERDICT 7**





(2001)



DRUGS, COPS, GUNS, COPS, DRUGS, GUNS, DRUGSCOPSGUNS... SOUND FAMILIAR TO YOU? BUT THIS WON AN OSCAR, IT'S GOT TO BE A CUT ABOVE THE USUAL FARE, DOESN'T IT?

■ **Director:** Antoine Fuqua

■ **Rated:** MA

■ Genre: Thriller

■ **Distributor:** Village Roadshow



**WITH PSW FRESH**  
back from da United  
States of A, *Training*  
*Day* is perfect for  
revisiting the sun  
charred, bullet  
ts of LA.

Jake Hoyt (Ethan Hawke) is a rookie after Narc Officer status taken under the pistol-packing wing of Alonzo Harris (Denzel Washington), a veteran LAPD

detective, for 24 hours. This is his 'training day', and while Jake is initially hyper-keen, his enthusiasm and respect erodes as Alonzo's methods become increasingly questionable. Interestingly, the audience too has a moral quandary, for Alonzo's OTT policing may be brutal and almost sadomasochistic, yet he gets results. Is that wrong? Should America's crack drip be tugged from the vein at any cost?

Such are the questions posed and while there are no answers as such, the trip is the thing here. It's pacy and involving and although Hawke's Hoyt is a mite lemonish to

begin with, he soon gains ground, evolving into a dangerous character in his own right.

That said, it's really Washington's show. Gaining an Oscar for his efforts, the actor gives a powerhouse study of a cop who's bent the line once too often, and is now a resident in a world of deceit, double-cross and evil. The role calls for much verbal bullying and the inherent showiness of the part clearly impressed the judges.

Nevertheless, it's a lightweight picture underneath – even with Denzel's standout role and the 'can being bad be good?' puzzler, there's little else of depth. Characters are

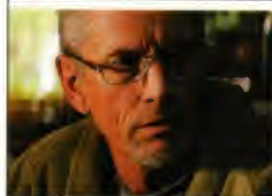
simply drawn and the plot is pretty much trad bad-cop-good-cop fare. *Training Day* stands up as a solid picture, but one which may well have sat overlooked in the relative obscurity of Blockbuster's thriller section were it not for Washington's golden bauble.



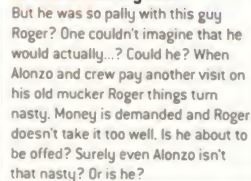
**EXTRAS** Commentary by Antoine Fuqua (director), deleted scenes, alternative ending, music video: '#1' by Nelly, music video: 'Got You' by Pharoahe Monch, behind the scenes documentary.



## COUNTER CLOCK



But he was so pally with this guy Roger? One couldn't imagine that he would actually...? Could he? When Alonzo and crew pay another visit on his old mucker Roger things turn nasty. Money is demanded and Roger doesn't take it too well. Is he about to be offed? Surely even Alonzo isn't that nasty? Or is he?



**EXTRAS, EXTRAS!**



The usual featurette mish-mash, filled with the central thespis and the director bigging up their opus. It's actually not bad, with much onus placed on 'da realness' of the subject matter and life in 'da hood'.



Put simply it's loads of bits in the car, with the two leads, mostly with Alonzo spouting more street knowledge at the young pretender. As there's loads of that already in the flick this ain't a loss.



**MUSIC VIDEOS**  
PSW fave Pharoahe  
Monch whores himself  
for this hi-gloss promo.  
The track's OK, but far  
from his best work. The  
disc also features a  
video by Nelly. However,  
we at PSW refuse to  
even watch it. Nastu!



## DON'T LOOK NOW (1973)



■ **Starring:** Donald Sutherland  
 ■ **Director:** Nicolas Roeg  
 ■ **Rated:** MA  
 ■ **Genre:** Horror  
 ■ **Distributor:** Warner Brothers



**TAKING A FEATHER** to the spine and a meat hook to the mind, Nic Roeg's sublime picture is a lesson in how to

make genre pictures (in this case horror) culturally important. The movie follows John (Sutherland) and Laura Baxter (Julie Christie) from the untimely accidental death of their young daughter in the UK, to Venice for recuperation. Yet after a psychic informs the pair that

their daughter's spirit is still knocking about, things get macabre. Laura is open to the idea, but it's a resistant John who experiences his own psychic glimpses of his daughter and is driven into a state of unease. It's a beautiful, lilting work, raw, impassioned and soulful. And of course it all builds to that notorious climax. No DVD collection can hold its head aloft *sans* this.

■■■■■■■■■■ 10

**EXTRAS** Introduction from director Nicolas Roeg (20 mins), original theatrical trailer, downloadable theatrical brochure. ■■■■■■■■■■ 4

## MADE (2001)



■ **Starring:** Vince Vaughn  
 ■ **Director:** Jon Favreau  
 ■ **Rated:** MA  
 ■ **Genre:** Comedy  
 ■ **Distributor:** Warner Brothers



**DISAPPOINTMENT IS** thy name. After *Swingers*, great things were expected of Favreau and Vaughn.

Favreau's self-referential cameo in *The Sopranos* only added to the anticipation, yet this is a lacklustre effort. This tale of novice mob odd-job men on their first big caper lacks the subtlety, wit and charm of their debut. Ferocious bad language replaces the clever urban

vernacular of *Swingers*, while the characters are too dislikeable to empathise with. Vaughn's Ricky in particular is simply too stupid to be plausible. *Made* has its moments, but ultimately contravenes too many accepted rules of comedic drama, and while this can occasionally work, here it simply does not. In truth, this shouldn't have been *Made*...

■■■■■■■■■■ 5

**EXTRAS** Commentary by Favreau (director), teaser trailer, making-of, 'The Creative Process' and 'Making The Music...' featurettes, deleted scenes, out-takes. ■■■■■■■■■■ 8

## THE SCORE (2001)



■ **Starring:** Robert de Niro  
 ■ **Director:** Frank Oz  
 ■ **Rated:** M  
 ■ **Genre:** Thriller  
 ■ **Distributor:** Village Roadshow



**TALK ABOUT CLICHÉ.** Aside from the royal triplicate of de Niro, Brando and ascendant method boy Ed Norton, there

is nothing discernably original here. It's Nick Wells' (De Niro's) last job. A thief on the verge of retirement, he's talked into trying to steal a priceless French sceptre by his financial partner Max (Brando) and hooks up with man on the inside Jackie (Norton) to achieve it. Sadly

it dissolves into a heist with techy-*Mission Impossible 2* overtures and a who's-gonna-double-cross-who predict-a-vibe. Other than the spectacle of watching the three twitching gurners trying to emote-a-vate each other off the screen, there's little here to stifle yawns, and sadly rather too much to induce them. Consequently *The Score* ain't high.

■■■■■■■■■■ 4

**EXTRAS** Commentary by Frank Oz (director) and Rob Hahn (director of photography), making-of featurette, deleted scenes, theatrical trailer. ■■■■■■■■■■ 6

## DVDINSIDER

### NEWSFACTS, COMING THROUGH! STEP ASIDE!



#### /TR2 COMING AGAIN

The sequel is under way. Angelina Jolie is in training with the Cirque du Soleil which, despite our hatred of circus acts, is impressive. Jolie is intent on shaping up for some serious underwater action. In a recent interview, she said "In the beginning of the first movie, we added padding to make me one cup size bigger." Will they be bigger, less pointy this time? "Also, I put on about 20 pounds for the role – this made me look more muscley than curvy." Maybe she didn't hear us mentioning pointy. "I'm just curious about what gadgets can be used underwater... it's like James Bond" she added, oddly.



#### /YOU MEAN THERE'S ANOTHER ONE?

Barely has *Attack of the Clones* been released and the rumours begin over *Ep. III*. No word yet on the title – *Big Space Wow*, perhaps... Lucas can't even write good titles, but shooting begins in Sydney, June. Previously ambivalent answers to 'Is Hugh Jackman in it?' have become a chorus of strong denials, despite the *Swordfish* starrer being seen in frequent conversation with Lucas himself. Could they be discussing the resurrection of *Indiana Jones* instead? Curious.



#### /EVEN MORE FURIOUS

*The Fast And The Furious 2* is a go, with cop-man Paul Walker reprising his role. But Vin Diesel – considered the biggest selling point beyond the cars – will not return. He's hotly tipped to don the kinky red Lycra of DC Comic adaptation *The Flash* instead, as the inevitable superhero bandwagon rolls into town.



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# ON THE DVD



## WELCOME

RELAX, DON'T DO IT. WHEN YOU want to go to it. Relax, don't do it. When you want to come. Not that we've had chance for much relaxation this month. Oh no, we've had a frenetic few weeks compiling the latest DVD with footage obtained from the recent

E3 trade show. The results will astound you. We've got everything first. Take the new *Tomb Raider* footage, for example. And *TimeSplitters 2*. What about *The Lord of the Rings*? And did we mention *Devil May Cry 2*... *WWE SmackDown! Shut Your Mouth*... *Red Dead Revolver*... *Ferrari F355 Challenge*? Yes, we did, just then. Good job too, because they're all here (plus another 60+ games you've never seen before) and they're all here first. Why would you settle for anything less? You'd have to be some kind of numbnut to do that. But you're not, obviously.

/ GRAHAM SMITH DISC EDITOR



## THE GETAWAY

### IT'S IN THE NEWS SECTION

Last month we were quite critical of *The Getaway* following an exclusive 'behind doors' screening of the game in action. This month we're giving you the opportunity to judge for yourself. We took some sneaky footage of the game while at the E3 trade show, which should give you a fair idea of how the gangster/ drive 'em up works. But the question on everyone's lips is whether it can topple the mighty *GTA3*? We'll let you decide...



## WWE SMACKDOWN! SHUT YOUR MOUTH

### IT'S IN THE EXCLUSIVE SECTION

Don't shut your eyes though, else you'll miss seeing the masses of 'new stuff' included in the latest *SmackDown!* Ric Flair, the Hulkster, Stacy, Booker T – and that's only the half of it. See the newest, prettiest and (potentially) greatest *SmackDown!* of them all, here, now, there, on the DVD, right in front of your eyes. If you're not excited, simply imagine you're 12 years old. Wow, eh?

## TIMESPLITTERS 2 IT'S IN THE EXCLUSIVE SECTION

Christ, this is good. No, it's better than just good. It's nothing short of amazing. September just can't come soon enough. Because that's when, Eidos finally releases *TimeSplitters 2* – arguably PSW's most anticipated game, like, ever – and things will never be the same again.

Maybe that's overstating the case. But the prospect of blasting our work associates in the face with an assortment of new, hi-tech weaponry during lunchtime 'Splitter sessions' has got us pretty hyped. Plus the one-player game is now much improved for the sequel, with greater

elements of stealth and strategy than the original game, along similar lines as the old N64 game, *Goldeneye*. Take a look at this brand new gameplay trailer and see what all the fuss is about. Then watch it again, as you'll have to wait a while to play the real thing.



**EXCLUSIVE:** Devil May Cry 2, WWE SmackDown! Shut Your Mouth, TimeSplitters 2, Tomb Raider: The Angel of Darkness, TOCA Race Driver, GT Concept  
**NEWS:** The Getaway, Resident Evil Online, James Bond 007 in... Nightfire, Lamborghini, The Lord of the Rings: The Two Towers, Metal Gear Solid 2: Substance, Silent Hill 3, Red Faction 2  
**PREVIEWS:** Tony Hawk's Pro Skater 4, Red Dead Revolver, Dino Stalker, Sly Raccoon, Riding Spirits, Ratchet and Clank, Twin Caliber, Reign of Fire  
**REVIEWS:** Commandos 2, Freestyle, Aggressive Inline, Prisoner of War, Armoured Core 2, King's Field, Next Generation Tennis  
**E3 SHOWREEL:** See the games you'll be playing this year and next! Exclusive footage from Acclaim, Activision, Capcom, Infogrames, LucasArts, Midway, Ubisoft



# SOLUTIONS

PUSH THIS, PULL THAT, STICK THIS IN THERE... IT'S ALL SO HORRIBLY CLINICAL THESE DAYS.

## THE USEFUL INTRO BIT

SOMETIMES THINGS JUST HAPPEN, and that's that. Take this bit of the mag for instance. Not the whole Solutions section, just this little column here. One day it was decided that these pages were not self-explanatory enough, so a box was put here for the containment of some words to outline what appears over the following pages, as if that big heading at the top and the bits directly below aren't big enough clues. So each issue I have to write this bit that has absolutely no use or meaning, apart from to satisfy the design whims of The People Upstairs. What do you think? Do you like this bit, or should we squeeze in another tip to unlock a Santa Claus costume in *Tony Hawk*? Is anyone actually reading this? Have I been talking to myself all this time? Can I go now?

/ MIKEY FOLEY SOLUTIONS EDITOR

### SPIDER-MAN

96

■ Unlock stacks of extras in this flawed swing-about.



### VIRTUA FIGHTER 4

97

■ If you're virtually rubbish at fighting, check this out.



### ONIMUSHA

97

■ Master the first game before the sequel arrives.



HURRY Try to learn Tidus' Hastega ability as soon as possible for the challenges to come.

## FINAL FANTASY X

VANQUISH SIN, SEYMOUR AND THE REST OF HIS FIENDISH FOLLOWERS TO HELL USING THE SECOND AND CONCLUDING PART OF OUR FINAL FANTASY X GUIDE.

### GUADOSALAM

Attach any spare items in your inventory to the empty slots on your weapons and armour. Go to the inn, where you'll find a save sphere and a sphere monitor. Go to the building with the red door and retrieve the Mega-Potion from the chest on the right. Make sure you've collected any other items in the vicinity first. Once inside, pick up the Al Bhed Primer vol. XIII from the middle of the room, and 3000 Gil from a hidden chest at the very back.

Back outside, go past the two Guado and collect the Elixir from a chest, and then go to the Guado item shop where you can buy plenty of items and armour. If, however,

you've donated the correct amount of cash to D'aka, you get a better deal. After exploring Guadosalam, go through the red doors, enter the big hall, go up the staircase, and search for a hidden chest on the upper balcony, where you'll find two Hi-Potions. Speak to your party members and go through the purple doors.

After listening to Seymour's speech, go back outside to rejoin your party. Ascend to the highest ramp and head for the Farplane. Once inside, move left until you find a hidden chest containing eight Lightning Marbles. Rejoin everyone on the stairway leading to the Farplane. On the Farplane, talk to Lulu and Wakka to trigger cut-scenes. After leaving, talk to Yuna. Rejoin

everyone outside the double red doors, and after a conversation between Tidus and Lulu, follow her for another talk. Now talk to Rikku, watch Kimarhi appear from the shop, and then speak with Lulu one last time.

### THUNDER PLAINS

#### ENEMIES

AEROUGE	(HP: 200)
OACTAUR	(HP: 500)
LARVA	(HP: 1498)
IRON GIANT	(HP: 3600)
MELUSINE	(HP: 265)
KUSARIOQU	(HP: 445)
GOLD ELEMENT	(HP: 1200)
BUER	(HP: 230)



WIZ Gain Firaga, Thundaga, Blizzaga and Waterga ASAP.



HE'S ON THE BALL Use Wakka for airborne opponents.



ARMED AND DEADLY Auron's your man for piercing armour.





First go left to pick up a couple of Phoenix Downs from the treasure chest, before heading for the nearest lightning tower. There are two other chests further up the path on the left-hand side; one contains two H-Potions and the other 5000 Gil. Half way up the first section of road on the right is another chest containing a Water Ball. On the second section of road, there's a chest containing an X-Potion on the right, and just before the end of this road, two more with an Ether (left) and 2000 Gil (right).

Equip all weapons and armour containing the Waterstrike ability. To defeat the spiky Qactuars, use one of Yuna's aeons' standard attacks. You'll also have noticed a number of glowing stones engraved with Qactuars found all over the Thunder Plains. The Travel agency explains that they are the means to obtaining Kimarhi's ultimate weapon.

Inside the Travel Agency is the Al Bhed Primer vol. XIV. To get it, speak to Rikku, which prompts Rin to appear. After he asks you how your study of Al Bhed is coming along, choose the top option and he'll hand over vol. XIV. Next, follow Yuna into the corridor where Rin appeared. Keep going north across the Thunder Plains. Outside the agency you should pick up the yellow shield first – equip it on Tidus immediately. Collect the Ether from the nearby chest.

## MACALANIA

ENEMIES  
CHIMERA  
IGUION

(HP: 5250)  
(HP: 370)

MURUSSU (HP: 580)  
WASP (HP: 360)  
BLUE ELEMENT (HP: 1500)  
XIPHOS (HP: 2700)  
SNOW WOLF (HP: 400)  
MAFDET (HP: 710)  
SPHERIMORPH (HP: 12,000)  
CRAWLER (HP: 16,000)  
ICE FLAN (HP: 1350)  
EVIL EYE (HP: 310)  
SEYMOUR (HP: 6000)  
NEGATOR (HP: 1000)  
WENDIGO: (HP: 18,000)  
ANIMA (HP: 18,000)  
GUADO GUARDIAN (2000)

Head up the steep hill into the woods, and follow the path as it winds around to the left. Search behind the tree trunk for a hidden Sleepy Cait Tzee. Keep going along the path, where there are three other chests to look out for: one contains 2000 Gil, another three Phoenix Downs, and the last one gives up a Remedy. Use Auron's Power Break against the Chimeras found here. Also cast haste on Lulu or summon Ixion to give you the advantage.

Soon you'll come across a character who challenges you to the butterfly chasing mini-game. Approach the nearest butterfly and touch it to begin. As the timer begins, return along the same path and attempt to touch seven blue butterflies before the timer runs down. Avoid contact with red butterflies otherwise extremely tough battles against fiends occur.

Further along, you bump into O'aka again. Examine what he's got for sale, but



**DECISIONS** Your answer determines future appearances.

don't purchase anything until he prompts you about the price of his goods. Reply that they're too expensive and next time everything will be a lot cheaper. Pick up the Al Bhed Primer vol. XV nearby.

## BOSS BATTLE: SPHERIMORPH

- WEAKNESSES: CHANGES IN BATTLE
- HP: 12,000
- EQUIP: WHITE ARMLET
- ATTACKS: PRESS, MAGICAL, PHYSICAL

Before taking on Spherimorph, ensure that your characters are equipped with non-elemental weapons. Physical attacks aren't much use here, so concentrate on using magic. Each time you attack, it counters with a spell attack. Take note of which spell it uses because this is its current elemental state. Use a spell of the opposite element to inflict the most damage. Until it reveals its latest elemental state, keep attacking it with physical weapons. Ensure that Yuna is always present to heal injured party members. If she reaches the Overdrive status, don't attack the creature until it casts Blizzard or Water spells. Now summon Ifrid or Ixion.

Pick up Jecht's Sphere, and after viewing it, Auron should learn the Overdrive and Shooting Star. Near Lake Macalania, just outside another Travel Agency, you should also find the Al Bhed Primer vol. XVI and Clasko. The Travel Agency offers all the usual benefits, so make sure you use a save sphere before continuing.

## BOSS BATTLE: CRAWLER, NEGATOR

- WEAKNESSES: CRAWLER: LIGHTNING; NEGATOR: NONE
- HP: 16,000
- EQUIP: LIFEGIVER
- ATTACKS: ASSAULT, GATTING GUN, MANA BEAM



**BLACK MAGIC** Try to determine each fiend's weakness.

Take out the Negator using Wakka first, as it prevents you from using any magical attacks or summoning aeons. Tidus, Kimarhi or Auron should then concentrate their physical attacks on the Crawler. When the Negator has temporarily been taken out of the picture, you can unleash a few lightning attacks and aeon summons to wear the Crawler down, but be aware of the countdown to its Mana Beam attack. Make sure you have an aeon summoned at this point. The round before the beam is due to unleash its plasma, have your aeon use Shield to deflect most of the damage. If you're using Ixion or Ifrid they can heal themselves using black magic.

At the Ice Temple, forget about going back for items. Collect the Mega-Potion from the treasure chest to the right and middle. Go across the ice bridge and in to the temple. Talk to Tromell inside to gain a Shell Targe. You'll also bump into Shelinda further inside. Go up the staircase towards the Cloister to observe a dispute from the room below. Follow everyone inside and listen to the message. Further exploration of the back of the room reveals two Remedies. Talk to the witness on the right for two Hi-Potions.

In the main hall there are two X-Potions and 5000 Gil. Chat to everyone in the room to the northwest to get an Ether and an Elixir. There's a chest near the back containing three Phoenix Downs.

## BOSS BATTLE: SEYMOUR, TWO GUADO GUARDIANS, ANIMA

- WEAKNESSES: CRAWLER: LIGHTNING; NEGATOR: NONE
- HP: SEYMOUR: 6000; GUADO GUARDIANS: 2000; ANIMA 18,000
- EQUIP: MAGICAL ARMLET, EYE POPPER, SCOUT, RETICENT STAFF
- ATTACKS: LEVEL 2 BLACK MAGIC, LEVEL 3 BLACK MAGIC, SLOW, PAIN, BOOST, PROTECT ANIMA (8,000)





Begin the fight with Tidus, Yuna and Wakka, and use their trigger commands to talk to Seymour. Steal the Auto-Potions from the Guada Guardians then attack them physically before attempting anything harder. After a couple of rounds, Yuna will be able to summon an as yet unknown aeon (Shiva) to aid her. As Anima casts Pain and Boosts Seymour's HP, cast Shiva's Blizzara spells on herself to keep her own HP high. When Shiva reaches Overdrive, cast Diamond Dust to take 9999 HP from Anima. Repeat this sequence of events again to wipe out Anima completely. With Anima dead, dismiss Shiva, and don't bother summoning any of the other aeons. Make sure Yuna is at hand to heal party members when Seymour begins to cast multiple spells. Cast Haste on Yuna to ensure you don't lose the battle at this late stage. Casting Lulu's Bio can poison Seymour and Auron can inflict damage using Magic Break.

## MACALANIA TEMPLE – CLOISTER OF TRIALS

As you return back through the ice tunnel, parts of the wall begin to disappear, and on the left a doorway to the Cloister appears. Go through it.

Go down the ramp and pick up the Glyph Sphere from the column in the middle. Pop it into the nearby plinth, and then push it toward the stalagmite of ice a little further along. Shove the plinth toward the ramp leading downward on the opposite side, and then follow it down. Take out the Glyph

Sphere from the plinth, and put it in the far left niche. Head back up the ramp and take the Macalania Sphere from the raised section. Go back down the ramp and pop the Macalania Sphere into the plinth. Shove the plinth toward the column segment on the right-hand side. Take the Macalania Sphere from the niche under the entrance to the Cloister, and ferry it down the ramp. Pop it into the niche on the column to the left. Take the Macalania Sphere from the niche at the top of the ramp, and pop it into the column in the middle. Go up the ramp and step on the floor switch. Take the Macalania Sphere from the plinth and shove it down the ramp. Go down the ramp to the lower floor, and stand on the floor switch to remove the plinth from the stalagmite. Pop the Macalania Sphere in Tidus' hands into the niche under the entrance. Remove the Macalania Sphere from the column in the middle and pop it into the niche.

Take the Destruction Sphere from the plinth and go down to the lowest level. Pop the Destruction Sphere into the niche to the left of the doorway. This should reveal a treasure chest containing a Luck Sphere. Go back to the level above and shove the plinth into the stalagmite again. Get the Macalania Sphere that made the stalagmite to reappear, and pop it into the plinth. Shove the plinth towards the ramp on the opposite side of the chamber. Shove the plinth back into place at the bottom of the column segment. Go up to the level above and take the Macalania Sphere that governs the ramp, pop it into the last column to complete the tunnel.



On returning, run like mad away from the mob along the ice bridge to the entrance. On leaving the ice cavern, stay on the right-hand side of the valley until you come across a partially obscured chest containing a Lv.1 Key Sphere. Now go across the gap to the other side (left) and head for the Save Sphere.

## BOSS BATTLE: WENDIGO, GUARDA GUARDIAN

■ **WEAKNESSES:** WENDIGO: FIRE;  
GUARDIANS: NONE  
■ **HP:** WENDIGO: 18,000; GUARDIANS:  
1200

■ **EQUIP:** NONE

■ **ATTACKS:** BERSERK, PHYSICAL ATTACKS

Summon any aeon and make it execute an Overdrive attack to get rid of both Guardians. Use Threaten to remove the Berserk condition on the Wendigo. To prevent it from rampaging, use Wakka's Sleep Attack. Steal items and cast Lulu's Fira spell on it. Also cast Haste on Lulu. If it wakes up, use Kimahri's Jinx and Auron's Power Break attacks.

Use the Save Sphere and then speak to everyone in your party. When Yuna leaves, talk to everybody again. Open the Treasure chest that Kimahri is standing in front of to retrieve a Lv. 2 Key Sphere.





## SANUBIA DESERT

### ENEMIES

SAND WORM	(HP: 45,000)
ZU	(HP: 12,000)
SAND WOLF	(HP: 450)
MUSHUSSU	(HP: 680)
CACTAUR	(HP: 800)
ALCYONE	(HP: 430)
MECH GUNNER	(HP: 2800)
MECH GUARD	(HP: 1280)
SANDRAGORA	(HP: 12,750)

Swim toward the lower-left area and open the chest. Head north, where you come across Zu. Use a weapon with the Darktouch ability to temporarily blind it. Get Auron to use Power and Metal Break. Get Lulu to cast Bio. Continue to walk in a northerly direction until you come across Wakka. Open the Al Bhed first aid kit. Check out the Sphere Monitor nearby. Go north, and look out for a marker written in Al Bhed. If you've gathered all 16 Al Bhed Primers, you should be able to decipher the most of the sign. Use these for desert navigation. Go east to find Kimahri. Go west, then north again until you bump into Rikku. Collect the two Ethers in the chest and the eight Al Bhed potions in the first aid kit.

Try to avoid fighting the desert cataurs, as they're incredibly tough. Rikku has the capacity to steal Chocobo feathers from them, however. Let Rikku do the navigating here and just follow wherever she goes. Go in a southwesterly direction from the next Al Bhed marker ('Home Ahead') to a treasure chest containing four Hi-Potions. Keep going until you find an area replete with more signs and useful items. Using the map, head for bigger landmarks in the area to reveal chests. You can exit from two directions after foraging for chests. Go left first, not forgetting to pick up the eight Al Bhed potions behind the sign. Rikku is

incredibly useful for stealing and healing.

Within these ruins, chests appear during battles, so collect these items before returning to the Save Sphere. In this area you should be able to find a Lv. 2 Key Sphere, 10,000 Gil, the Al Bhed Primer vol. XVII and XVIII, and an Elixir. Next, head east to a sandblasted valley until you come across a small side section on the map. There's one chest here containing eight Hi-Potions, and another reveals the Mercury Crest. Go north to a larger area to find two X-Potions and three Mega-Potions. Go east to discover that a Sandragora is blocking your way. Kill it with fire magic and use Al Bhed potions to remove the status effects. The chest here should contain Megalixirs and one further along two Teleport Spheres. Now head north.

## HOME

### ENEMIES

GUADO GUARDIAN	(HP: 2,000)
BOMB	(HP: 850)
DUAL HORN	(HP: 1875)
CHIMERA	(HP: 5250)

Following the conversation with Cid, explore the outer area. There are two Hi-Potions on the dead body, and near the save Sphere you can collect the Al Bhed Primer vol. XIX. Soon after, a Guado Guardian and some fiends will accost your party, so take out the Guardian first. After the battle, tag along with the rest of the party, and following the warning by Cid, take out the next Guardian and the Dual Horns. Go down the stairs, and go back down the southern corridor to enter the living quarters on the left. You need to have a pretty good collection of Al Bhed Primers to open the chests in here. Pick up the Al Bhed Primer vol. XX before attempting the word translations. The three translated words for the chest on the right

are: Sorry, Wait, and Pardon. Inside you'll find a Friend Sphere.

Leave the living quarters and go down the stairs. Collect four Al Bhed potions from the partially visible chest on the left, and go up the corridor until you find another chest containing six Al Bhed potions. Next, you'll find the Al Bhed Primer vol. XXI in the corridor sloping off to the right. Enter the doorway nearby. The two chests in here will also test your acquaintance with the Al Bhed language. The one near the Compilation Sphere has a number lock, and the code is worked out as follows:

NUMBER	LOCKED CHEST
DIGIT 1	ADD BOTH NUMBERS
DIGIT 2	TAKE AWAY THE SECOND NUMBER FROM THE FIRST
DIGIT 3	MULTIPLY THE FIRST NUMBER BY THE SECOND
DIGIT 4	ADD THE NUMBERS TOGETHER

With the second chest, correctly answer all four questions to reveal a Skill Sphere. For



**WEN DI GO!** Steal the potions from the Guardians first.



**NOT AL BHED** Defeat the fiends and find the three primers.



**ZU TYCOON** Use a weapon with Darktouch against the Zu.

the first question, pick the third answer; second, the fourth; third, the second; and fourth, the first. Make your way back through the ruined city picking up Lv.4 Key Sphere under the stairs, and before going into the sanctum, get the Lv. 2 Key Sphere on the right hand side. Inside the sanctum, there's a chest containing 10,000 Gil. Head for the airship-docking bay.

## AIRSHIP

### ENEMIES

EVIL EYE	(HP: 310)
DUAL HORN	(HP: 1875)
EVRAE	(HP: 32,000)
BOMB	(HP: 850)

Talk to everyone on board. Rin will help you out if you need new provisions. Enter the next door on the right. Inside, Dona is upset, so choose an answer to cheer her up. Return to the airship's bridge and talk to the pilot. Head towards the cabin area and battle any fiends that appear on the way.







Note: you've got a battle with a strong boss soon, so if your party isn't powerful enough, beat more fiends to level up. Use the Save Sphere and talk to Rin before using the lift. Also, make sure to equip armour and weapons with good Strength and HP, plus the SOS Regen ability. Note that the next boss (Evrae) is virtually immune to most status effects.

#### BOSS BATTLE: EVRAE

- **WEAKNESSES:** NONE
- **HP:** 32,000
- **EQUIP:** GORGON GAZE
- **ATTACKS:** POISON BREATH, PHONTON SPRAY, STONE GAZE, HASTE, SWOOPING SCYTHE

First, cast Tidus' Slow ability on Evrae, followed by Haste on himself and Rikku. Now you'll be able to use the Trigger command more effectively when talking to Cid. Keep an eye on who's turn it is next, and when Rikku or Tidus' turn is immediately before Cid's, use the Trigger command to pull the airship away from Evrae. Try to keep the beast at bay until Cid's next turn comes around - this way he can loose off a barrage of homing missiles. Chances are Evrae will follow this with a Sweeping Scythe attack, and a Poison Breath. To cure this status effect, have Rikku handy to use Al Bhed potions to cure everyone. Also, when Evrae nullifies the Slow status effect by casting Haste upon itself, make sure you cast Haste on your own characters to counter this. Whenever Evrae is close to the ship, use Auron, Tidus, Rikku and Kimahri's physical attacks. At longer range, have Wakka and Lulu unleash their magic attacks. Lulu really needs to have learned Waterga, Blizzaga, Thundaga and Firaga to make any impact on Evrae, as it has the ability to halve all magical attacks. Kimahri can use Lancet to suck out a few HP from the flying lizard, too.

#### BEVELLE

##### ENEMIES

YKT-63	(HP: 4200)
YAT-99	(HP: 4200)
WARRIOR MONK	(HP: 1400)
SAHAGIN	(HP: 1380)
CAVE IGUION	(HP: 550)
BAT EYE	(HP: 380)
MAZE LARVA	(HP: 2222)
SWAMP MAFDET	(HP: 850)

AQUA FLAN	(HP: 2025)
GROTHIA	(HP: 8000)
PTERYA	(HP: 12,000)
SPATHI	(HP: 20,000)
OCTOPUS	(HP: 4500)
PHLEGYAS	(HP: 1680)
EVRAE ALTANA	(HP: 16,384)
SEYMOUR NUTUS	(HP: 36,000)
MORTIBODY	(HP: 4000)

When you land, heal everybody immediately. Ahead of you await several ranks of Bevelle troops. Aim to take out the flamethrower-toting guards first. In the next battle, use a Smoke Bomb or Dark Attack to blind the 'bots before taking out the Warrior Monks. Keep battling through the massed ranks until you reach the cut-scene where everybody runs off. Use the Save Sphere and go down into the temple.

#### BEVELLE TEMPLE - CLOISTER OF TRIALS

First, shove the plinth housing a Bevelle Sphere onto the path. As you come up to the starting point, check the first glyph on the path. When the arrow points to the right and the platform is over it, press X to turn right. Let the platform take you to the bottom. Get the Bevelle Sphere and pop it into the plinth. Push the plinth onto the path again and ride it back up.

At the top, use the glyph to turn right, and at the next one, turn right once again. Take out one of the Bevelle Spheres from the plinth and put it into the niche. Shove the plinth back onto the path. At the end of the upper path, use the last glyph to about turn and return. Use the central glyph to turn right. Take out the Bevelle Sphere from the niche and pop it into the plinth. Shove it back onto the path and ride the platform off the end to begin again. Turn right at the first glyph and ride down to the lower level.

At the intersection, turn left and head for the end. After the first two glyphs, turn right at the last one. Put one of the Bevelle Spheres in the plinth into the niche on the left. Shove the plinth back onto the path and hop aboard allowing the platform to ride back to the beginning. Ride to the second-to-last glyph and turn right. Run to the end of the long path a get the Destruction Sphere, pop it into the plinth and return to the path. Ride the path to the end and turn right. Cross to the purple glyph and pop in the Glyph Sphere. Collect



the Destruction Sphere and return to the platform, which you should ride to the end to begin again. Ride to the second-to-last glyph and turn right. Run to the end of the path and pop the Destruction Sphere into the niche where you got the Glyph Sphere. Ride back to the last glyph on the lower level and take a right turn. Get the Bevelle Sphere and pop it into the plinth. Ride off the end of the lower path to start again.

Turn right at the second glyph, shove the plinth across the platform, and ride it to the end to the new path. Leave the plinth at the bottom of the stairs and go up. Get the HP Sphere from the chest, and step on the floor switch to bring up the plinth. Take either Bevelle Sphere from the plinth, and pop it into the niche. Shove the plinth on the left path and ride to the end for the Knight Lance. Ride to the top of the stairs and leave on the right-hand side.

#### VIA PURIFICO

Controlling Yuna, go east out of the starting place and follow the corridor and make your way around until Kimahri, Auron and Lulu have been located. Don't use the teleports, as you need to build Yuna's abilities up. Note: this is a good place to Overdrive your aeons. Items found in chests here include a Mega-Potion, White Magic Sphere, and an Elixir.

To gain entry to the locked room, head north from the first Save Sphere and take the first right. Pick up the Black Magic Sphere to activate the floor glyph. Step on it to move the teleport pad to a spot over

on the western side. Head for the Save Sphere where Auron was located and follow the path until you find the teleporter. Step on the pad when it faces north to gain entry to the locked room. Inside get the Skill Sphere and the Lucid ring. Return to the Save Sphere and head north to the red glow.

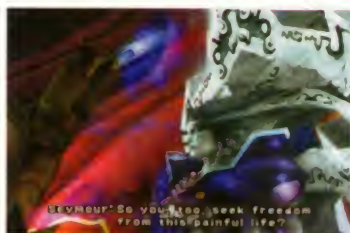
#### BOSS BATTLE: ISAARU, 3 AEONS

- **WEAKNESSES:** GOTHIA: ICE; PTERYA: NONE; SPATHI: NONE
- **HP:** GOTHIA: 8000; PTERYA: 12,000; SPATHI: 20,000
- **EQUIP:** NONE
- **ATTACKS:** VARIOUS

Summon Bahamut against Grothia and use the Impulse attack to trigger Grothia's Overdrive. This should send Bahamut into Overdrive, and Mega Flare should kill off Grothia. Summon Shiva or Ixion against Pteryx, and after taking some damage use black magic to heal your aeon. If Pteryx gets close to Overdrive, use Shield. Against Spathi, use Shiva, as she can heal herself with black magic. After unleashing a special attack, Spathi will begin a countdown, and when it reaches zero, use Shield to dampen the impact. End

When control changes to Tidus, go right and open the blue chest to buy items. It's well worth ensuring that Tidus equips the piercing ability before continuing on, as the creatures here have pretty strong armour. Swim around and save your game at the Save Sphere.





**BAD HAIR DAY** Use Trigger commands to talk to Seymour.



**BEVELLE EXPRESS** Looks confusing but isn't too bad.



**PREPPED** Fight fiends on board to prepare for Evrae.

### BOSS BATTLE: EVRAE ALTANA

- **WEAKNESSES:** CURE MAGIC
- **HP:** 16,384
- **EQUIP:** BREAK KNUCKLES
- **ATTACKS:** PHOTON SPRAY, STONE GAZE

The best way to defeat the zombified version of Evrae is simply to use a couple of Phoenix Downs on it! Also, this way you can collect the Avenger and the Rematch from the two treasure chests.

With everyone together again, save at the sphere and head up the Highbridge where Seymour and Kimahri await. Attempt to learn the Reflect ability as you smash your way through the machina.

### BOSS BATTLE: SEYMOUR NATUS, MORTIBODY

- **WEAKNESSES:** NONE
- **HP:** SEYMOUR 36,000; MORTIBODY: 4000
- **EQUIP:** SHELL ARMGUARD
- **ATTACKS:** BREAK, FLARE, BANISH, MULTI-MAGIC ATTACKS

See Auron, Tidus and Yuna's trigger commands to improve their attributes. Only summon aeons if their Overdrives are active, as Seymour will banish them afterwards. Yuna should always be at hand to heal characters when the aeons aren't being used. Go for the Mortibody first and note that when its HP run out, it drains HP from Seymour. At the same time it casts Cura on Seymour, so get Yuna to cast Reflect on Seymour so that one of your party is healed instead. From now on keep attacking the Mortibody and before long it will drain all of Seymour's HP.



**INCESSANT** Although somewhat bizarre, the storyline is extremely well put together.

**Rikku:** But then, my dad brought the Al Bhed together again.

## THE CALM LANDS

ENEMIES	
SKOLL	(HP: 1000)
FLAME FLAN	(HP: 1500)
SHRED	(HP: 1950)
NEBIROS	(HP: 700)
OGRE	(HP: 4000)
MECH SCOUTER	(HP: 2750)
CHIMERA BRAIN	(HP: 9800)
COEURL	(HP: 6000)
MALBORO	(HP: 27,000)
ANACONDAUR	(HP: 5800)
DEFENDER X	(HP: 64,000)
NIDHOGG	(HP: 2000)
MAGIC URN	(HP: 999,999)
GHOST	(HP: 9999)
DARK ELEMENT	(HP: 1800)
VALAHA	(HP: 8700)
EPAAJ	(HP: 8700)
MECH HUNTER	(HP: 5500)
IMP	(HP: 830)
YOWIE	(HP: 900)
THORN	(HP: 4080)
DEFENDER	(HP: 12,000)

After saving your game, go south through the crossroads past Kimahri and up to Yuna. The following morning return to the campsite and open the chest for the Lucid Ring. From the crossroads, go west past the guard to find a Jecht Sphere. Watch it and then continue east past the crossroads until the map appears.

On the Calm Lands, head west down the slope and talk to the Maechen. Rin's Travel Agency isn't far away from the bottom, so stock up on weapons, armour and items if need be, and then save. It's well worth spending a lot of time levelling up your party in this region, as there are plenty of fiends to kill and tasks to complete. Use the map to find a circular area in the middle of the Calm Lands and talk to Father Zuke. Left of the station is an Al Bhed carrying a

message from Cid. Southwest from the circular sector is your old acquaintance Belgemine with another challenge. Summon Ifrit to Battle Shiva, and for winning you receive thirty Power Spheres and the Aeon's Soul.

Set in the far-east cliff you can visit the owner of the Monster Training Arena to help capture the nine fiend species found in the Calm Lands. Follow this quest to fruition, as the rewards are pretty substantial. In the far northwest corner, you will find the Al Bhed vol. XXIII primer. From here, travel east until you reach a woman, who can teach you to ride a chocobo. Once you've mastered this you can visit Remiem Temple by using the chocobo feather situated near the two chests at the entrance to the Calm Lands. Leave the Calm Lands via the canyon in the northeast, not forgetting to use the Save Sphere. A few of Seymour's cronies stop you in your tracks and they brought along a friend.

### BOSS BATTLE: DEFENDER X

- **WEAKNESSES:** NONE
- **HP:** SEYMOUR 64,000
- **EQUIP:** NONE
- **ATTACKS:** BLAST PUNCH, HAYMAKER

If all of your aeons are primed for Overdrive attacks, use them to weaken the boss. If not, begin with Yuna, Auron and Tidus, and cast Haste on everyone. Next, use Auron's Mental and Armour Break attacks. Keep Tidus in the throng to haste Lulu when Auron's done his bit. Waterga is the preferred choice of black magic here, while Yuna should use Cura and Protect on currently selected members. Make sure you keep everybody healthy, as this is the hardest part of defeating Defender X.

To find the secret aeon, Yojimbo, enter the Cavern of the Stolen Fayth by moving to the right side of the bridge instead of crossing it. Here you can also find the Rusty Sword, which is used to get Auron's Legendary weapon.



**PONDERS** It slowly dawns on Tidus that his 'old man' is none other than...Sin!

**Tidus:** I forgive you, this time.





## MOUNT GAGAZET

### ENEMIES

BIRAN	(HP: VARIES)
YENKE FLAN	(HP: VARIES)
BASHURA	(HP: 17,000)
GRAT	(HP: 4000)
GRENAGE	(HP: 7500)
BANDERSNATCH	(HP: 1800)
MECH DEFENDER	(HP: 8700)
MECH LEADER	(HP: 3700)
IMP	(HP: 880)
NIDHOGG	(HP: 2000)
SEYMOUR FLUX	(HP: 80,000)
MANDRAGORA	(HP: 31,000)
MORTIORCHIS	(HP: 4000)
DARK FLAN	(HP: 12,800)
BEHEMOTH	(HP: 23,000)
ACHELOUS	(HP: 5100)
MAELSPIKE	(HP: 10,000)
SPLASHER	(HP: 200)
GRENDEL	(HP: 9500)
AHRIMAN	(HP: 2800)
SANCTUARY KEEPER	(HP: 40,000)

Speak to all of the Ronso in this sector and save at the sphere.

### BOSS BATTLE: BIRAN, YENKE

- **WEAKNESSES:** NONE
- **HP:** BIRAN: VARIES (2500); YENKE: VARIES (2500)
- **EQUIP:** HALBERD
- **ATTACKS:** AQUA BREATH, THRUST KICK, STONE BREATH, WHITE WIND

Try to learn as many new skills as possible with Kimarhi's Lancet ability. When one of the Ronso is defeated, the other one goes berserk and inflicts double the damage. When Kimarhi reaches Overdrive, use Mighty Guard. Use Aqua breath when the two of them are stood together, and use Fire Breath when they surround him. Lv. 3 Key Spheres can be stolen from both Ronso, too. After the battle, return to the gateway and save.

Make your way around fighting tough opponents to increase your levels and abilities. The Threaten ability is particularly useful is against larger fiends such as Bashuras. Remember to keep capturing fiends for the Monster Trainer back in the Calm Lands. Chests to discover here include: 20,000 Gil (on the right-hand ledge as you begin your exploration) and two Mega-Potions. There's also Braska's Sphere

and a Defending Bracer to find as well. After buying provisions from O'aka's brother, Wantz, go down the slope, and as it rises again, look out for a small section under the path to find a couple of chests containing an HP Sphere and a Lv.4 Key Sphere. Save your game as the sphere as the next battle is ultra-hard.

### BOSS BATTLE: SEYMOUR FLUX, MORTIORCHIS

- **WEAKNESSES:** NONE
- **HP:** SEYMOUR: 70,000; MORTIORCHIS: 4000
- **EQUIP:** SHELL BANGLE
- **ATTACKS:** LANCE OF ATROPHY, BANISH, FULL LIFE

Talk to Seymour using the Trigger command. Cast Hastega with Tidus, and get Yuna to cast Protect on everyone on the front line. Seymour tries to take out characters individually - typically, he will use Lance of Atrophy to inflict a zombie status on a character. On his next attack, he'll cast Full-Life to drain that character's HP. To stop him, use Holy Water on the zombie character. In addition, cast Silence, then Bio on Seymour to prevent him from casting spells and poison him. When the Mortiorchis begins its Total Annihilation sequence, one of your characters needs to pull off an attack that depleted its entire HP. This will make it drain HP from Seymour and delay the attack for a while. Lulu and Auron should be used from now on. Cast Protect and Shell on your team to counter Seymour's Flare spells. To finish Seymour off, simply summon your aeons and use an Overdrive attack.

Following a dream sequence, go up the mountain into the caves. Go through the cavern located in the west until you reach the underwater cavern. There are plenty of pretty tough fiends down here, so be careful. Cast Auron's Armour Break on the Dark Flan to inflict major damage. Behemoth's resist most status effects, so use Auron's break abilities and cast Protect and Haste on fellow party members. Use Sleepbuster against the Mandragora to counter its Ochu Dance, followed by Demi and Firaga.

To beat the first trial, simply time your ball throw to coincide with the gap on the spinning shield. Go back through the water



to where the Save Sphere is. From here, follow the newly formed stairway to the next water-filled area to the north. Swim to the end of the second conduit to the three lights. Guide Rikku into the green light, Tidus into the blue, and Wakka into the orange light. Return to the Save Sphere, where a landslide has fallen in the south passage. Once again, swim from here into another underwater section, where you'll find two chests holding a Return Sphere and a Recovery Ring. Go back to the Save Sphere, and as you go west down the first passage, check out where a new rockslide has granted access to a chest that you were previously unable to access. Return to the north passageway and cross the rocks until Auron and Yuna begin a conversation. Use the last Save Sphere before leaving the caves and heading onwards.

### BOSS BATTLE: SANCTUARY KEEPER

- **WEAKNESSES:** NONE
- **HP:** 40,000
- **EQUIP:** ARC SWORD
- **ATTACKS:** HASTE, TAIL SWEEP, MANA BREATH, PHOTON WINGS, CURAGA

Begin with Yuna, Auron and Tidus. Cast Protect and Hastega on everybody. Get Auron to use Mental and Armour Break. Cast Reflect and then summon your aeons (only if primed with Overdrive). At half health, the keeper will cast Curaga on itself, but with Reflect already cast, one of your party members will get the full benefit of

the health. Make sure you protect your members against the status effects of the Photon Wings attack - remember the Sanctuary Keeper has a preset pattern of attacks.

## ZANARKAND RUINS

### ENEMIES

MANDRAGORA	(HP: 31,000)
BEHEMOTH	(HP: 23,000)
DARK FLAN	(HP: 12,800)
BASHURA	(HP: 17,000)
AHRIMAN	(HP: 2800)
DEFENDER Z	(HP: 42,300)
GRENDEL	(HP: 9500)
YKT-11	(HP: 6200)
YAT-97	(HP: 3700)
FALLEN MONK	(HP: 3300)
SPECIAL KEEPER	(HP: 52,000)
LADY YUNALESCA	(HP: 60,000)

Getting to the Dome is easy, and on the way you'll have to defeat the same fiends as those found on Mt. Gagazet. Once inside, they get even tougher. Against Defender Z, use Armour and Mental Break. Remember to destroy YKT-11s first, and kill Fallen Monks in one go with a Phoenix Down.

## ZANARKAND DOME - CLOISTER OF TRIALS

Follow the ghosts into the temple, and pick up the Luck Sphere in all the junk to the right. Save your game, and then go inside. Stand on the green square at the entrance.





The solution to the puzzle is displayed on the far wall, so stand on the correct white floor switch to trigger each piece of the puzzle. After activating all of the correct floor designs, a door to another room opens. Push the northwest plinth to reveal another puzzle solution. Go into the next room. Go to the display and depress X to make all of the solutions appear. Step on the switches to trigger all the correct pieces. Get this wrong and the puzzle resets itself. On completing the puzzle, a symbol should appear at the central gap. Follow the same system of stepping on the switches to trigger the correct pieces in the southwest, northeast, and southeast rooms. After you've finished all four puzzles, take the Kilika Sphere from the left-hand side of the screen display and go back to the first room. Pop it into the plinth on the west side of the first room. Go back to the bigger room and get the Besaid Sphere. Pop that into the last plinth in the first room. After the cut-scene, save.

### BOSS: SPECTRAL KEEPER

- **WEAKNESSES:** NONE
- **HP:** 52,000
- **EQUIP:** ELEMENTAL SHIELD
- **ATTACKS:** BERSERK CLAW, GLYPH MINE

To avoid this fiend's counterattack, make sure your party is positioned at a safe distance before attacking it. Begin with Auron, Yuna and Tidus, and protect them with Berserkproof or Berserk Ward armour. Cast Hastega and move two of the party to platforms behind the boss. The one left in front of the Spectral Keeper should be the one with the most HP. Get Yuna to cast Protect on this brave person. Don't get caught out by Glyph Mines or you'll die instantly. Instead, use the character window on the right to determine when they're going to explode. Use the Trigger command to avoid being caught in the blast. Aeons should only be summoned if they are already in Overdrive mode.

Go into the depths of the temple, and save at the elevator. Note it might be a good idea to top up your Overdrives by returning to the dome sector before taking on the next boss.

### BOSS BATTLE: YUNALESKA

- **WEAKNESSES:** NONE
- **HP:** 24,000; 48,000; 60,000
- **EQUIP:** ELEMENTAL SHIELD
- **ATTACKS:** HELL BITER, MEGA-DEATH, CURA, SLEEP, BLIND

Equip your gang with armour that protects them from status effects (Sleep, Zombie, Silence, Darkness, Death). Don't use any Overdrives on the first form, as physical attacks should do the trick. In her second form, use Holy Water, or Remedies to counter her Hell Biter attack. Do this quickly, so that you benefit from her healing attacks. Ensure that you've also cast Haste on everyone. Keep half of your party afflicted with the zombie status - you'll see why in a minute. When her third form arise, ensure that everybody has Protect and Haste cast on him or her. Crucially, don't remove the zombie effect from the group, because anyone stood before the boss who isn't afflicted by Zombie status will be killed immediately by her Mega-Death spell. Should a character be hit with Regen, use Yuna's Dispel to prevent your character from being healed without wiping out the zombie effect. Aeons in Overdrive form are extremely useful to finish her off.

After the battle with Yulalesca, the Sun Crest should be nearby, and take the elevator back up to the surface. Keep wandering around and Cid should arrive in his airship. Although your next destination is the Highbridge, why not take advantage of this freedom to upgrade your characters skills and abilities further by revisiting regions and discovering the whereabouts of secret areas. Use the Input option to decode the three password that grant access to secret areas. The passwords are as follows: GODHAND, VICTORIOUS, and MURASAME if you were struggling. To amass lots of Gil, is to travel to the Omega Ruins several times and flog all of the gear you collect.

### SIN

ENEMIES	
AHRIMAN	(HP: 2800)
ADAMANTOISE	(HP: 54,000)
BEHEMOTH KING	(HP: 67,500)
LAND WORM	(HP: 80,000)
EXORAY	(HP: 7400)
GEMINI	(HP: 36,000)
DEMONOLITH	(HP: 45,000)



BARBATOSS	(HP: 95,000)
GREAT MALBORO	(HP: 64,000)
WRAITH	(HP: 22,222)

- **EQUIP:** SIDEWINDER
- **ATTACKS:** NEGATION, SIDE SWIPE, GRAVIA

Before going to the Highbridge at Bevelle, ensure that you've successfully completed a few visits to Omega Ruins, done as many side quests as possible, and got all of the extra aeons. Yojimbo is at the Cavern of the Stolen Fayth, below the bridge at the northeast part of the Calm Lands. Anima resides at the Baaj Temple. Finally, to obtain The Magus Sisters, capture all enemies in the Mt. Gagazet region and return to the Monster Arena to attain the Blossom Crown. You also need to have Yojimbo and Anima. Return to Reneim Temple in the Calm Lands for the ultimate aeon challenge. For defeating Bahamut, you're given the Flower Sceptre. Now beat Anima and Yojimbo. Head for the door at the rear of the area and unlock it with the Blossom Crown and the Flower Sceptre. Make sure you've got all of the aeons for the forthcoming battles.

Try to gain the following abilities to help you triumph against Sin: Quick Attack, Holy, Ultima, Full-Life, Auto-Life and Doublecast. Note that visiting Omega Ruins is a good way to obtain Lv.3 and Lv.4 Key Spheres. Also, Lulu and Yuna's weapons can be customised at Remiem Temple using the One MP ability.

### BOSS BATTLE: LEFT AND RIGHT FINS

- **WEAKNESSES:** NONE
- **HP:** LEFT FIN: 65,000; RIGHT FIN: 65,000

Start with Tidus, Yuna and Lulu, and cast Hastega on everyone. Get Yuna to cast Shell on everyone, and Lulu cast Ultima or Doublecast Flare. If you haven't gained these abilities yet, summon your aeons and have them use their special attacks. Use the Trigger command to up close and personal, too.

Now get Auron to use Armour Break, and then Tidus, Kimahri and Rikku to inflict physical damage. After one attack, pull away from Sin's fins. For the second fin, use the same tactics; only ensure that you recast Haste on everyone. Don't use Overdrives yet!

### BOSS BATTLE: SIN, SINSPAWN GENAIS

- **WEAKNESSES:** SIN: NONE; GENAIS: FIRE
- **HP:** SIN: 36,000; SINSPAWN GENAIS: 20,000
- **EQUIP:** ECHO BANGLE
- **ATTACKS:** PHYSICAL CHARGES

Attack Sinspawn Genais first, by casting Silence and Slow. Now it can't cast Cura. After you have defeated this irritant, simply attack Sin's weak spot with Armour Break. If Kimahri or Rikku possess Copycat, put them into the frontline immediately to take advantage of their powers. Get Lulu to cast Ultima or Doublecast Flare. Now make Yuna cast Holy, and get someone else in the





**GETTING JIGGY** Final Fantasy game in cheesy teen love incident shocker!



**ANIMAL HANDLING** Yuna finds herself a new pet.



**BLUE RINSE** That quiff could take out an eyeball.



**WELL, WELL, WELL** That joke's run dry, hasn't it?

group to Copycat Holy. Rikku is useful for curing Venom using Al Bhed potions. Make sure Yuna summons aeons or Holy. Remember NOT to employ the Overdrives ability in this fight.

#### BATTLE: OVERDRIVE SIN

- **WEAKNESSES:** NONE
- **HP:** 140,000
- **EQUIP:** ECHO BANGLE
- **ATTACKS:** PHYSICAL CHARGES

Begin with Tidus, Lulu and Yuna. But before the battle begins, equip your characters with armour to that counters petrification, zombie and confusion. You'll need plenty of power and speed to defeat this foe. Don't allow Sin to cast Giga-Graviton, or it's all over. Abilities to use here include: Armour Break, Hastega, Mental Break, Doublecast, and Quick Attack. At the beginning, cast Ultima or Doublecasting Flare and Hastega. Yuna should cast Holy, and use Tidus to cure petrification or heal. Use Kimahri to unleash Fire Breath and use Wakka's Overdrive. Get Rikku to throw 100,000 Gil using the Spare

Change attack. When Sin is close, use Rikku, Tidus and Auron's Overdrive attacks. Should Sin approach its Overdrive, get Yuna to summon her best aeons.

Most of the fiends inside Sin's shell are sub-bosses, so it's a great place to level up. To ensure you're party survive after defeating Behemoth Kings, cast Auto-Life before the fight ends. You can also go outside and explore - just use maps to find a couple of chests at the top of waterfall.

#### BOSS BATTLE: SEYMOUR OMNIS

- **WEAKNESSES:** VARIES
- **HP:** 80,000
- **EQUIP:** MALLEABLE STAFF
- **ATTACKS:** ULTIMA, LEVEL 3 MAGIC ATTACKS, DISPEL

Equip armour that defends against elemental attacks. Seymour is weak against the opposite element currently on the circles behind him. Use Scan to find out what the current element is. Additionally, use Armour and Mental Break, plus Nul spells. When Seymour attacks the

Mortiphasms behind him, have Auron and Kimarhi attack them, but only Wakka can strike the highest one. When for sphere of the same colour appear, have Yuna summon an aeon, or bring up Lulu to use Doublecasting.

Save, and then explore the wall to the right until you find a glyph. Kill ten fiends to unlock the door ahead. You should actually kill 30 in total to open up three doors. Stand on the platform with the symbol of Yeven on it. Collect the Four-on-One, and then push the bridge down for a Defending Bracer. Further along is a ramp leading to 20,000 Gil. Stand on the platform next to it to gain a Defence and an HP Sphere.

Take the lift back down. Go northeast and enter the little building along the south wall. Go in from the south and collect The Laevatein. To get out, shuffle along the wall near the chest until the X button appears. Continue up and save your game. Make sure that you're happy with the condition of your party, as you won't get another chance to change anything from here on in. Enter the tower and after you've gained ten items the final battle ensues.

#### BOSS BATTLE: BRASKA'S FINAL AEON

- **WEAKNESSES:** NONE
- **HP:** FIRST PHASE: 60,000; SECOND PHASE: 120,000
- **EQUIP:** NONE
- **ATTACKS:** ULTIMATE JECHT SHOT, TRIUMPHANT GRASP, JECHT BOMBER, PALM ATTACK, JECHT BEAM

The tactics you use to win here depend entirely on how you made your way around the Sphere Grid. Don't bother attempting to knock out the Yu Pagodas. Instead use Auron's Zombie Attack on the final aeon. This way they'll damage it when attempting to heal it. Alternatively, you can Doublecast Flare on the final aeon, and make sure everybody's HP are kept high when the second part of the battle kicks off.

When it's Tidus' turn, talk to the boss to reduce its Overdrive, but only when its gauge is nearly full. You are much better saving it for the latter stages of the fight. When the final aeon changes, cast Auto-Life and Protect, and if your team's Overdrives are full, unleash them while you've got the chance. In addition, keep Doublecasting the strongest spells, Use Mega-Potions and Mega-Exlirs to heal, and cast Haste. When its Overdrive is nearly full, have Tidus talk to it with his own Overdrive. Bombard the final aeon with your own aeons to polish it off. By this point, you've probably been playing the game for days. We'd advise getting some sunshine now.

/TOM SARGENT



□ □ □ □ □

**SPIDER-MAN: THE MOVIE**

### FIRST PERSON VIEW

## MATRIX-STYLE ATTACK

PLAY AS ALEX ROSS

## PLAY AS PETER PARKER

PLAY AS WRESTLER

### PLAY AS THE GREEN GOBLIN

### BOWLING MINI GAME

## VULTURE MOVIE SEQUENCE

### SHOCKER MOVIE SEQUENCE

### GREEN GOBLIN MOVIE SEQUENCE

A screenshot from the Spider-Man movie showing the hero swinging through a dense urban landscape, likely New York City, with numerous skyscrapers visible in the background.

## A person with long dark hair, wearing a light blue t-shirt and dark pants, is riding a purple bicycle. They are leaning forward over the handlebars. The bicycle is on a wooden ramp or bridge structure. The railing of the ramp has a black and yellow striped pattern with the words 'WARD WOOD' repeated in white capital letters. The background shows a bright, sunny outdoor setting with some buildings and a clear sky.

**ACCESS ALL LEVELS**

## ALL BONUSES

## UNLOCK PARK EDITOR THEMES

APES TEAM AND VICTORIA FALLS STADIUM

## DOLPHINS TEAM AND NAUTILUS STADIUM

MARTIANS TEAM AND USA FB001 STADIUM

### MATADORS TEAM AND COLISEUM STADIUM

SWAT TEAM AND NOVA CITY STADIUM

**SAMURAI TEAM AND YUHI  
GARDENS STADIUM**

## FINALS MODE

**UNLOCK EVERYTHING!**

A screenshot from the video game 'Soccer Superstars' showing a player in a purple and white kit performing a bicycle kick. The game interface includes a score of 0-0, a timer at 07:15, and player information for #22 Suzuki and #28 Foe.

## WIN EVERY GAME

## SUPER FAST PLAYERS

### NO RED AND YELLOW CARDS

ALWAYS SUNNY WEATHER

## MORE MONEY

## CHEAT MODE

## GOLDEN BATMAN

## UNLIMITED BAT-A-RANGS

## UNLIMITED HANDCUFFS





## DYNASTY WARRIORS 3

### BONUS MOVIE SEQUENCE

Highlight the Replay option at the main menu, then hold **R1**, **L3**, **R2**, **L2** and press **X**. Alternately, hold **R1**, **L3**, **R2**, **L2** and press **△**.

### UNLOCK GENERALS

Highlight the Free Mode icon at the main menu. Then press **R2** (x3), **L3**, **△**, **L2** (x3), **R1** and **△** at the title screen.

### UNLOCK SHU GENERALS

Highlight the Free Mode icon at the main menu. Then press **L3**, **△**, **△**, **R2**, **L3**, **L2**, **R1**, **△** and **L3** at the titles.

### UNLOCK WEI GENERALS

Highlight the Free Mode icon at the main menu. Then simply press **L2**, **L3**, **△**, **△**, **L3**, **L2**, **R1**, **R2**, **L3** and **L3** at the title screen.

### ALL WU GENERALS

Highlight the Free Mode icon at the main menu. Then press **△** (x2), **L3**, **△**, **R1**, **R2**, **L3** and **L2** (x3) at the title screen.

### ALL MOVIE SEQUENCES

Highlight the Free Mode icon at the main menu. Then simply press **△**, **L3**, **△**, **R1**, **△**, **△**, **L3**, **△**, **R2** and **△** at the title screen.



## DRAKAN: THE ANCIENTS' GATES

### INCREASE CHARACTER LEVEL

To increase your level by one, press and hold these buttons (in order) **L3**, **R2**, **L2**, **R1** and enter **△**, **△**, **○**, **X**, **△**, **△**, **△**. The level will increase by one each time the code is entered.

### INCREASE SPELL LEVEL

Press and hold these buttons (in order) **L3**, **R2**, **L3**, **R1** and enter **△**, **△**, **△**, **△**, **△**. Each time the code is entered your spell level will increase by one.

### INVINCIBILITY

Press and hold these buttons (in order) **L3**, **R2**, **L3**, **R1** and enter **X**, **△**, **△**, **△**, **△**, **△**. A text message saying "The Gods Favor You" will confirm correct code entry.

### MORE MONEY

Press and hold these buttons (in order) **L3**, **R2**, **L3**, **R1** and enter **○**, **△**, **△**, **△**, **X**, **△**, **△**. This will give you \$10,000 each and every time the code is correctly entered.

### RECOVER HEALTH

To replenish your health to full, press and hold these buttons (in order) **L3**, **R2**, **L3**, **R1** and press **△**, **△**, **△**, **△**, **△**.



## ONIMUSHA

### IT'S NOT THE LONGEST GAME IN THE WORLD, BUT YOU SHOULD REALLY COMPLETE IT BEFORE THE SEQUEL.

### UNLOCK EASY MODE

Die in a battle against Osric three times. Easy mode will now be available when you start a new game. An 'S' ranking cannot be achieved in this mode.

### UNLOCK EXTRA KAEDE

Complete the game with an 'S' ranking. Save the game when prompted. When you start a new game, select Extra to play as Kaede in a Chinese princess outfit.

### UNLOCK EXTRA SAMANOSUKE

Complete the game with at least ten Fluorites found. Save the game when prompted. When you start a new game, select Extra to play as Samanosuke in a panda bear costume. Press **L2** to put the panda helmet on or take it off.

### UNLOCK MINI GAME

Complete the game with all 20 Fluorites found. Save the game when prompted. Select Special Feature and then Oni Spirits to begin the mini game.

### UNLOCK TRAILER

Complete the game (number of Fluorites not important). Save when prompted. Select Special Feature and then Special Trailer to view a very early preview movie of *Onimusha 2*.

### UNLOCK ULTIMATE MODE

Complete the Oni Spirits mini-game once. Save the game when prompted. Ultimate Mode will become available when you start a new game. In this mode you begin the game with the bishamon sword, unlimited arrows, unlimited bullets, unlimited magics, and 99 soul absorbers. Aren't you a lucky samurai to be getting all these freebies?



## VIRTUA FIGHTER 4

### MAINTAIN YOUR WINNING STREAK IN KUMITE

If you are about to lose your hard earned winning streak in Kumite mode, pause the game and return to the main menu. The game will then auto save, but when you return to the main menu you'll still have your unbeaten winning streak with no losses registered.

### SPECIAL ITEMS FOR EACH CHARACTER

Get 100 consecutive wins in Kumite mode and you'll be rewarded with a very special individual item that differs for each character.

### ALTERNATE OUTFITS

To change your character's outfit before the bout, hold **△** at the character select screen and press **X** while still holding down **△**.

### TROPHY REWARD

Successfully complete all trials in Training mode and you'll be rewarded with a trophy that sits beside your health bar.

### ALTERNATE MAIN MENU BACKGROUND

You can change the main menu backgrounds by going to the options menu, highlighting Settings, then Game, and tapping **R1** or **L3** to cycle through the list of alternative wallpapers.

### DISGRACE ITEMS

Each character can gain a humiliating disgrace item by meeting certain criteria in Versus mode once your character has reached third dan or above, eg.

#### SARAH: Big eyed spectacles.

Lose ten matches in a row.  
To remove: win two matches in a row.

#### SUKIN HEDDO: Bald head.

Opponent escapes your catches six times or more in a match.  
To remove: perform catch five times and win the match.

**BURIKKO CHAN:** Spiral paint on cheeks.  
Keep getting countered by the opponent.  
To remove: don't get countered in a fight.



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